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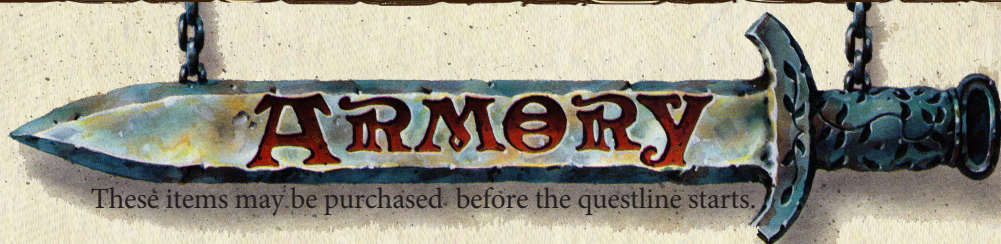
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Ophidia Awakenings

Quest Book

Requires *HeroQuest* Game System to play.



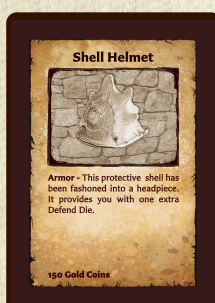
These items may be purchased before the questline starts.



Steel Spiked Shield
Cost: 650 gold coins
 This steel spiked shield will prevent enemies from hugging, grappling, or constricting the hero. Cannot be used with large or 2 handed weapons. Cannot be used by a Wizard or Druid.



Silver Dagger
Cost: 450 gold coins
 This silver dagger gives you the attack strength of 1 Attack Dice. This silver dagger gives gives you the attack strength of 2 Attack Dice, if you are attacking Were-creatures or undead creatures.



Shell Helmet
Cost: 150 gold coins
 This large conch shell has been fashioned into a headpiece that gives you 1 extra Defend Die. Cannot be used by a wizard.



Spear
Cost: 250 gold coins
 This long semi flexible spear gives you the attack strength of 2 Combat Dice. You may attack diagonally. It can be thrown at an enemy but it is lost once thrown. Cannot be used by a wizard.

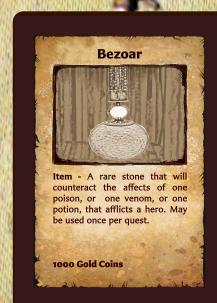
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Merchantry

These items may be purchased before the questline starts.



Potion Storage Belt
Cost: 1000 gold coins
 This Pouch belt will store up to 6 potions of any type and prevent their destruction from non-magical means.



Bezoar
Cost: 1000 gold coins
 A stone that will counteract the affects of one poison, or one venom, or one potion, that afflicts a hero. May be used once per quest.



Scroll Storage Case
Cost: 1000 gold coins
 The metal case will store up to 6 magic scrolls of any type and prevent their destruction from non-magical means.

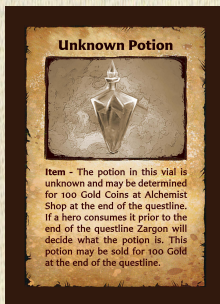


Explorer's Lantern
Cost: 1000 gold coins
 This gas powered lantern gives all heroes 1 additional ranged Attack Die against targets in line of site of the lantern bearer. The bearer cannot use large or 2 handed weapons. It will work for 10 quests, at which point it ceases to function.

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Services may be purchased after the questline is complete.

Alchemist



Potion Identification

Cost: 100 gold coins

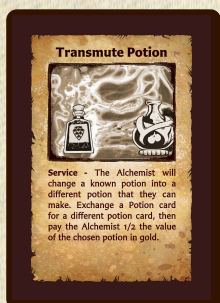
The Alchemist will identify an Unknown Potion. Exchange an Unknown Potion card for a potion card with the appropriate name.



Serpent Scourge

Cost: 150 gold coins

This Green viscous potion allows you to roll 1 extra Combat Die when attacking an Ophidia or defending against an Ophidia attack. Discard after use.



Potion Transmutation

Cost: variable gold coins

The Alchemist will change a known potion into a different potion that they can make. Exchange a Potion card for a different potion card, then pay the Alchemist 1/2 the value of the chosen potion in gold.



Potion Component

Cost: variable gold coins

The Alchemist will purchase any item that is a potion component. for the value printed on the card.

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Background for Zargon

The following information is revealed as the heroes experience the quests. The story is about an attempt to recruit an orc warlord to the services of the Realm. This is woven into the backdrop of the discovery of an ancient hidden kingdom and their attempts to rise to their former glory.

The Ophidia are an ancient civilization that has passed out of memory. Even Loretome was not yet fully realized when they were forced to retreat to their civilization sized tomb. They cast great enchantments to allow them to bide time until the world was ready for them again. Most of the populace still reside in their stasis tombs.

The religious cast and the royalty have awakened and begun the process of reviving their people. The world is vastly different than they remember and the Ophidia have taken to incorporating aspects of other peoples in to their awakening population. They do this through the use of living samples of various groups such as orcs, elves, dwarfs, and humans. Using their magic they fuse the desirable aspects in to their creations and population.

The Ophidia use ancestry faith magic conjoined with powerful spirit imprisonment to, raise the dead, transmute other species, and summon immensely powerful beings. The souls of their ancestors are stored in various methods throughout their civilization. Destruction of these soul containers weakens the Ophidia ancestry faith magic.

The great milky black stone menhir found through out the quests can be destroyed and the spirit released. This is both advantageous and dangerous for the heroes. Their destruction will help the heroes in the long run.

Javak is a daughter of Ulag The orc Warlord slain in quest 3 of the HeroQuest Game System. She has a deep hatred for the Realm as its heroes have slain both her father and her brother.

She starts looking for a place to house her growing horde and as the story develops she attempts to ally with the Ophidia. Her ambition is such that she will sacrifice her own followers to achieve her goals.

Notes

Most of the quests have two methods of completing them, an easy wrong way and a harder but correct way. Should the heroes fail the hard, path allow them to move on and suffer the consequences of their actions.

Various enemies have multiple attacks. Remember that only one defense roll is allowed per hero per creature attacking them. Thus the deceptive second attack is unlockable if it should score a skull on the roll.

This quest pack uses multiple parts from various HeroQuest expansions. Unique room overlays, and scenery chits are included. Cards have been designed and can be from the Proxy Shop or downloaded from Reddit HQhomebrew for self printing.

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Quest 1

Heir of the Orc Warlord

"Ulag's legacy is proving more difficult to extinguish than the Orc Warlord. Javak has not chosen to follow Zargon, yet. It is in the best interest of the Realm that she not do so. To prevent that eventuality *Loretome* has located Javak to allow us a recruitment attempt for her and her burgeoning horde. A tactic that until fairly

recently seemed to be fool hardy. However the orcs that have swelled the ranks of the Guardian Knights have proven to be an asset to the Realm. Currently Javak is investigating a cave system, a possible lair for the horde. This may be your most difficult quest yet. Convince Javak to join the Realm or at the least, not side with Zargon.

NOTES:

All orcs and goblins will retreat to the next room rather than attack. If there is no door allowing escape they will fight.

- A. The heroes start at the cave entrance on the marked squares.
- B. All doors are cave openings, they are all open.
- C. Orcs and Goblins will not trigger the rock fall traps.
- D. Secret doors are weak sections of the cave walls that collapse when discovered. Place an open door when revealed.
- E. Read the following to the heroes:

As you enter this chamber a dank reptilian odor of unwashed scales, and oiled metal assaults your nose.

F. These hybrids will not advance until the pit traps are triggered.

G & H. This Hybrid is only activated when it is line of site to a Hero. It will fight or run toward the marked squares. If it reaches a marked square, it will exit the board.

X. This is, Javak she knows the following Dread Spells. *Firestorm*, *Summon Orcs*, and *Escape*. She will fight the heroes even if they attempt to make a bargain. First she will use *Firestorm*, then *Summon Orcs*, last she will use *Escape*. If she is reduced to 1 Body Point she will cast *Escape*, remove her from the board. Then Read the following to the Heroes.

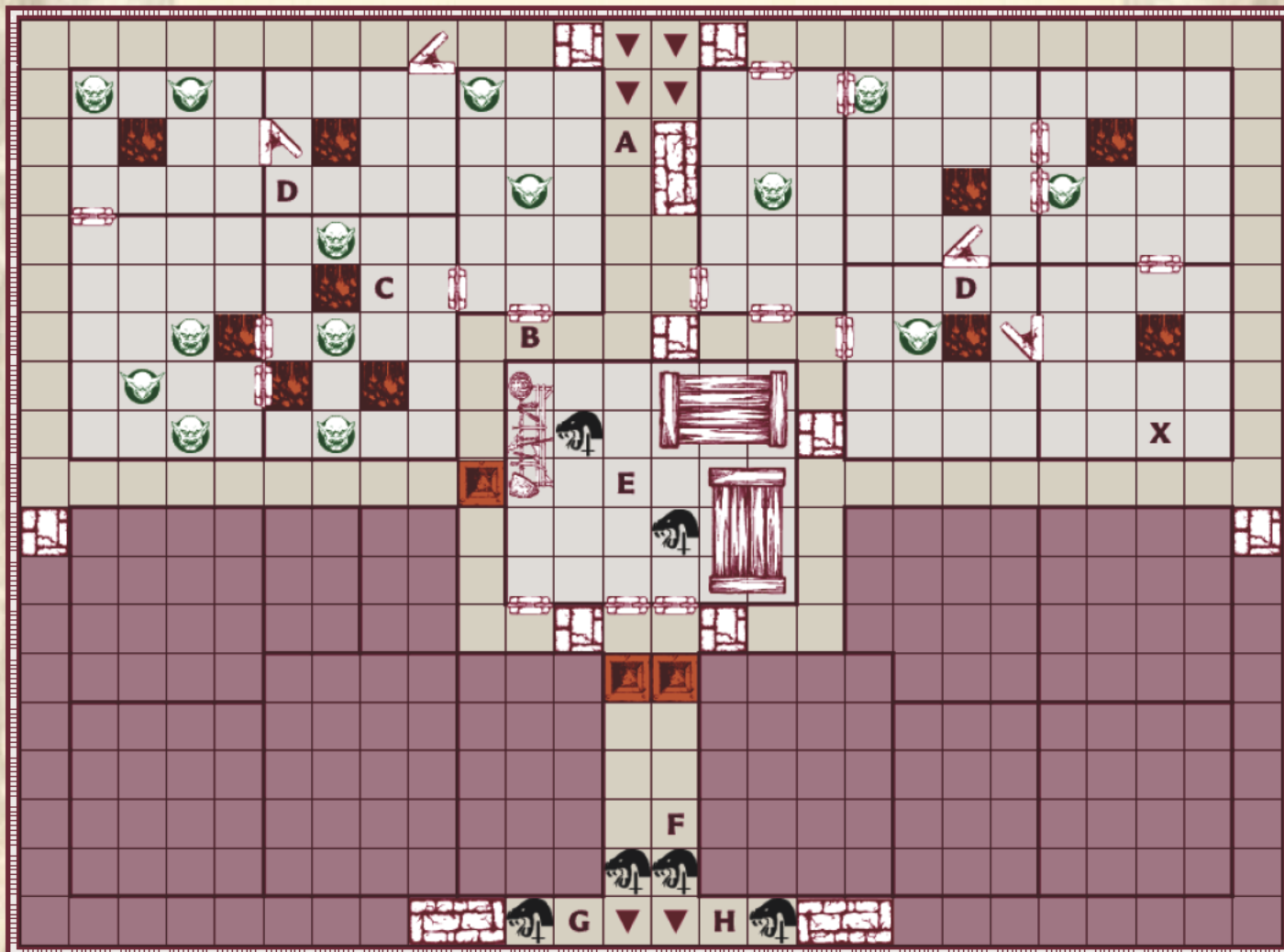
Javak shouts as she disappears " You killed my father, prepare to die."

Hybrid Warrior

MOVEMENT	ATTACK	DEFEND	BODY	MIND
8	2	3	3	2

Javak Orc Warlord

MOVEMENT	ATTACK	DEFEND	BODY	MIND
8	3	4	3	4



Wandering Monster in this Quest: Orc

Quest 2 Valance Passage

"According to *Loretome* the creatures you have recently fought were long believed to have passed from this world. From whispers in the farthest pages of when *Loretome* was but a collection of parchment, has come scant information about the Peoples of Scaleen. The notes are thin and details lacking. If these are in fact

that most ancient of cultures, Zargon will waste no time to bring them into his fold. We cannot allow that. Their magic is different and could provide him with the edge he needs to over throw the Realm. Press on heroes, the orcs and Javak are now the least of our concerns until we determine the scope of this possible new threat."

NOTES:

If neither of the runners from the previous quest escaped the Hybrid Archers in location "H" will not be in this quest.

A. The heroes start on the squares marked "A". The triangles denote the stairs all descend.

B. Additional heroes will start here and follow in on their turn.

C. A Minor Healing potion is found on the guard the first time the room is searched for treasure. (Take the the loot card)

D. Read to the players: *This courtyard is surrounded by monolithic walls. A ledge far up the walls is visible.* Place the Hybrid Archers if applicable, if not leave the ledge empty.

E. This chest contains old rotting clothing of strange design and some very old gold coins, roll 2 Red Dice to determine how many.

F. This secret door can be found from either side of the block wall.

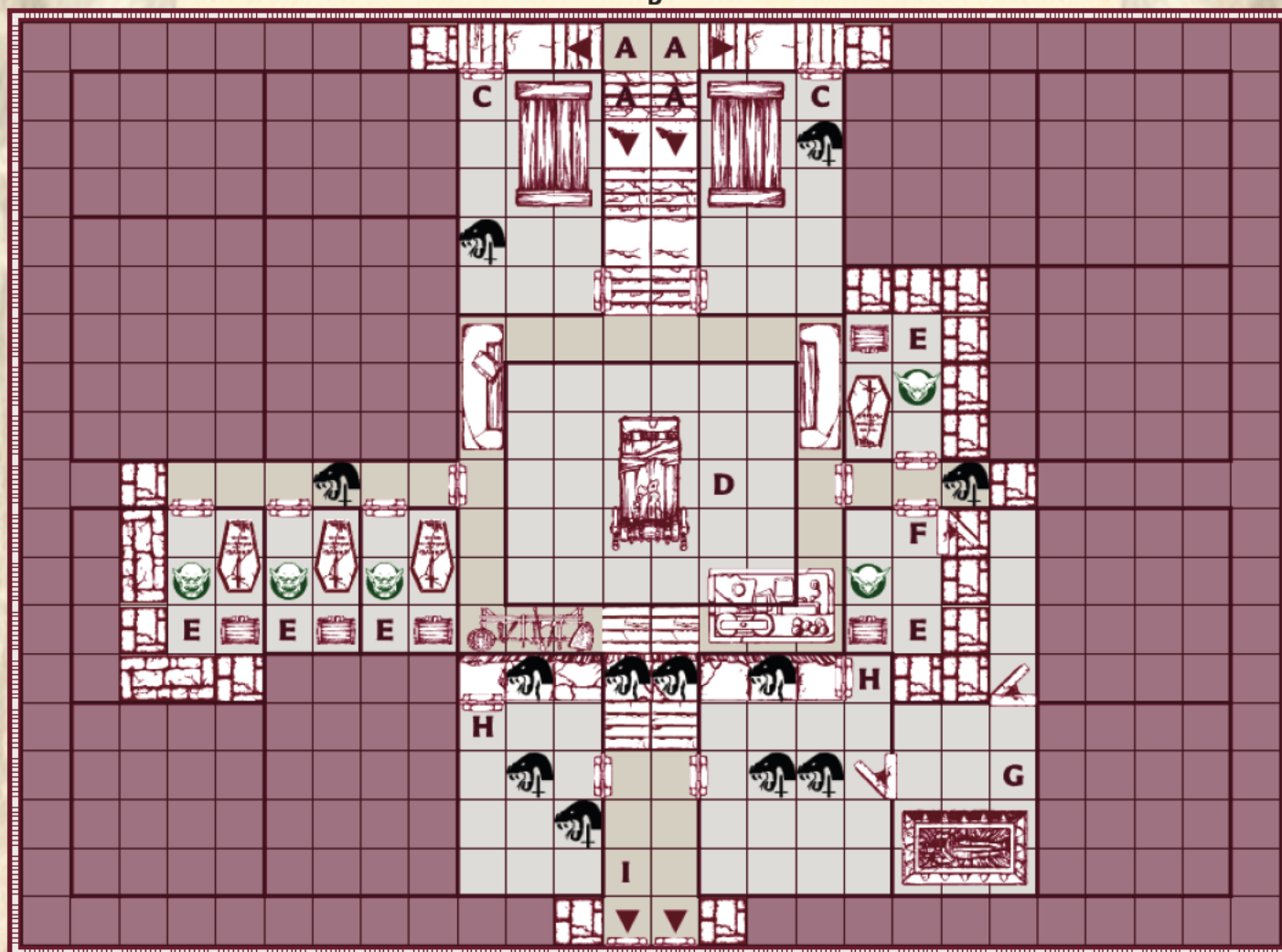
G. The tomb is placed without the top, it is filled with clean bone shards that have been cracked and the marrow removed.

H. This ledge is perilous, any figure taking a single Body Point of damage must roll a White Combat die. On a Skull they fall to the courtyard and take 3 Body Points of damage. Armor will not prevent this damage. This ledge has line of sight on all squares in the courtyard "D".

I. Use 2 iron doors to represent the gates. Read the following to the heroes: *As the gates swing open with a gentle hiss Mentor, using Farvoice speaks to you. "Beware my heroes Loretome cannot see past this gate. I will advise as best I can with Farvoice these Ophidia are new to me. Collect what information you can and if necessary eliminate any threat to the Realm.*

Hybrid Archer (see card for additional details)

MOVEMENT	ATTACK	DEFEND	BODY	MIND
8	1(4)	2	2	2



Wandering Monster in this Quest: Orc

Quest 3 Restless Dread

"The Ophidia are capturing other races for some reason I do not know, yet. The evidence you have already supplied points towards the use of a magic rivaling that of Zargon's Dread Magic. The remains of the orc horde that are still loose provide both an advantage and an obstacle. They are keeping the Ophidia distracted while

simultaneously presenting a danger to you. I still believe that Javak can be turned to our side. If you find her make every effort to convince her to join us. I know that your push into the depths of the unknown are not what we originally planned, however it has revealed much that was hidden, and may help avoid a great calamity."

NOTES:

If neither of the runners from the first quest escaped, the Hybrid Warriors in location "B" and the Hybrid Archers in location "I" will not be in this quest.

- A. The heroes start on the stairs or the squares marked "A".
- B. This is a mound of shattered and melted milky black crystal.
- C. This secret door can be found from either side of the block.
- D. Read to the heroes: *Apparently grizzly activities take place in here. That Ophidia is hissing and gesticulating rhythmically.*
- E. Read to the heroes: *There is a cloying sweet scent in the air here. That Ophidia is hissing and gesticulating rhythmically.*

Nemetoa Serpent Priest (see card for additional details)

MOVEMENT	ATTACK	DEFEND	BODY	MIND
6	1/2(1)	2	2	4

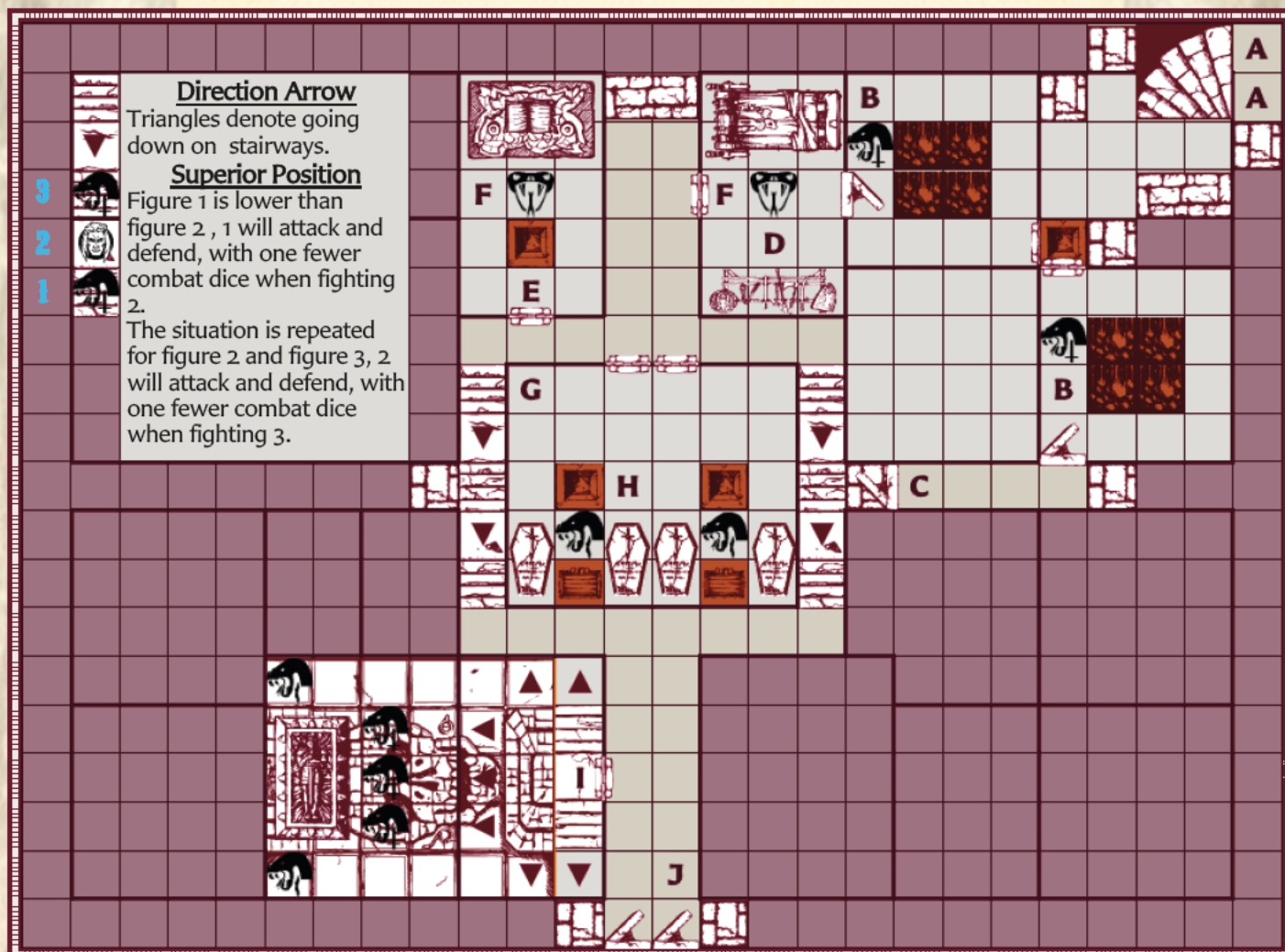
F. When discovered the Nemetoa will cast Summon Undead. All undead will have a Snake like or Hybrid appearance. The Nemetoa also knows all the spells listed on the card.

G. If this room is searched before disarming the chest traps, a skeleton will crawl out of each tomb. These chests contain old rotting clothing of strange design and some very old gold coins, roll 2 Red Dice to determine how many, 1 roll for each chest.

H. These Hybrid Archers do not move.

I. Read to the heroes: *It appears as though you have interrupted a funeral service and the Ophidia are taking it badly. The raised steps you are on has line of site to and from every square in the room.*

J. These secret doors are decorative wall panels that portray nested swirl and geometric designs. The doors are wide open, and it is apparent someone has passed through them in great haste without closing them.



Wandering Monster in this Quest: Orc

Quest 4 Bestial Warrens

"My Heroes, so far Javak appears to be evading you, as well the Ophidia. I take this as a good sign in her skills as a leader. The ceremonies you have witnessed suggest a complex and strong faith used to control their magic. I fear less now that Zargon will conscript them, and more that they may willingly join him in being a threat

to the Realm. Having passed through the the guards gates and into the burial chambers, be aware that more foul things may present themselves. *Loretome* hints that there may be an entire city beneath that mountain range. A city that has not seen the sun in many a millennia. If in fact it ever has."

NOTES:

A. Heroes start on the squares marked "A", extra heroes start at the area marked "B", and move onto the board at the doors.

C. Read to the heroes: "*The massive mound of flesh, muscle and sinew moves with a hypnotic grace, as it attacks you!*"

Brute (see card for additional details)

MOVEMENT	ATTACK	DEFEND	BODY	MIND
6	1/2(1)	2	2	4

D. A strange shaped spear is found in the bookcase the first time the room is searched for treasure. (Take the the equipment card). The secret door can be discovered from either side.

E. A Minor Healing potion is found in the bookcase the first time the room is searched for treasure. (Take the loot card). Read to the Heroes: "The bookcases appear to be filled with heavy unwieldy books. A quick perusal shows them to be illegible research journals with many sketches and descriptions.

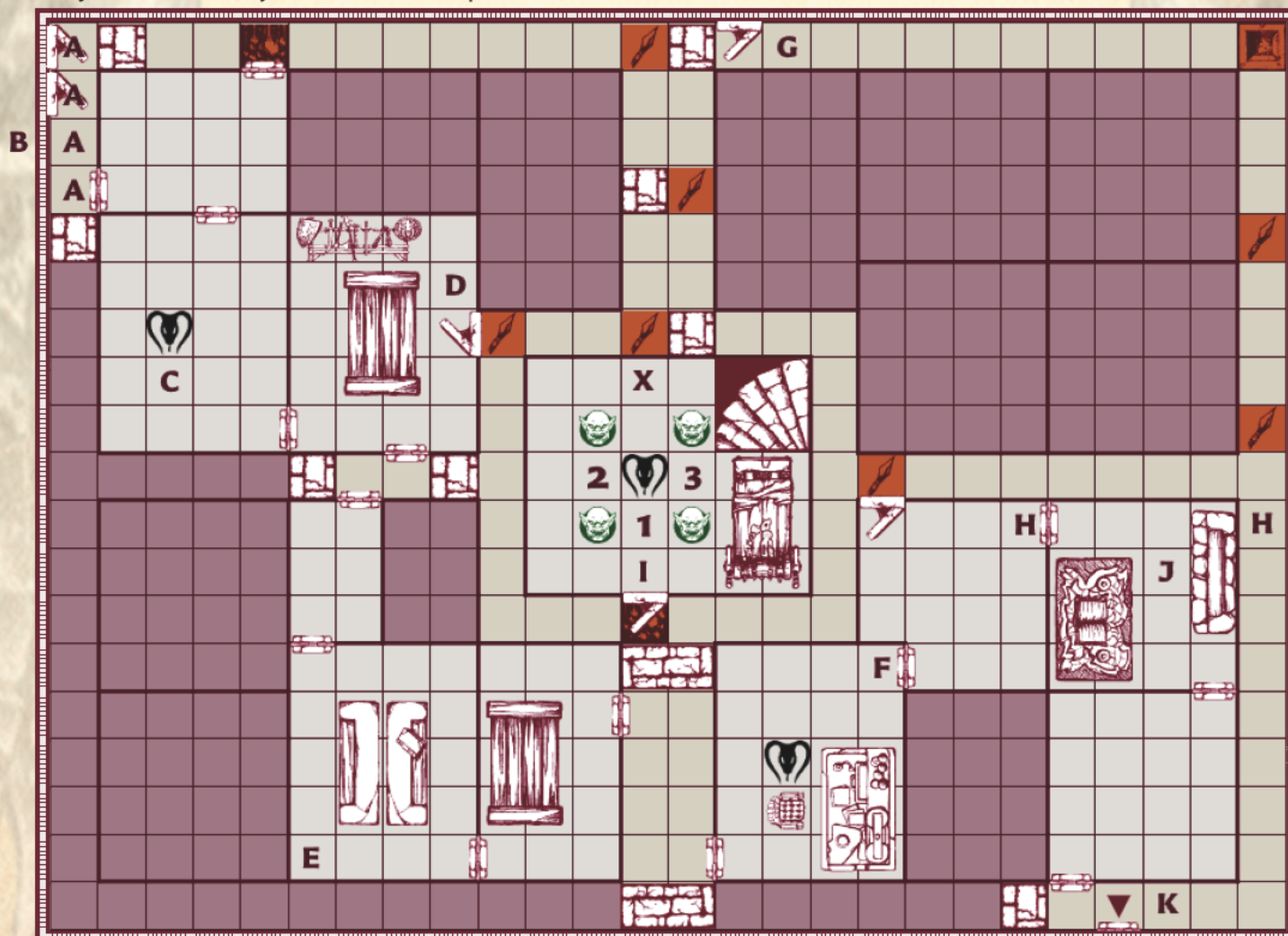
F. When this door is opened, reveal and open the secret door at "G". A Brute will enter at "G" every round and move its full movement down the hall. No Brute will pass the points marked "H" in the direction of the exit.

H. Brutes will not pass these locations. Read to the heroes: "*Strange geometric shapes encircle this pass way.*"

I. The secret door is wide open. The trap will trigger if it is not disarmed. "X" is Javak, her stats and spells are the same as Quest 1. On her turn she will cast *Summon Orcs* and escape on the stairs. Summoned orcs are placed on the Squares 1,2, and 3, depending on how many are summoned. All the orcs attack the Brute until it is dead, then they try to escape on the stairs. A *Serpent Scourge* potion is found on the rack the first time the room is searched for treasure. (Take the loot card).

J. Read to the Heroes: "*The book appears to be a treatise on the various types of orcs and goblins. The sketches are of all ages for both, and various methods of dissection for both.*"

K. This is a one way iron door. Once it passed through there is no return to the surface through this path.



Wandering Monster in this Quest: Goblin

Quest 5 Navel Conquest

Mentor's voice seems strained, as though he were speaking from beneath a great weight. "My heroes, the Ophidia appear to be using their faith based magic to assimilate traits of other peoples in to their serpentine creations. The tomes found earlier and the variation of the Ophidia you have encountered would support this

thought. Zargon would use this magic to twist and warp the population of the Realm if he were to learn it. Javak is no longer your focus, you must find the source of this magic and destroy it. All the people of the Realm will be in grave danger if we do not act and the Ophidia fall under Zargon's sway."

NOTES:

- A. Heroes enter at the secret door one at a time. Heroes not on the board may not perform any actions.
- B. All heroes that exited the last quest on the stairs start here.
- C. Unless disarmed, these 4 pit traps will open the door adjacent to them and alert the occupant of the room to the heroes.
- D. Zargon may choose to place a Nemetoa in this room, and a *Potion of Healing* that restores up to 4 body points to be is found the first time the room is searched for treasure.
- E. Each chest has a poison dart trap that will cause 2 Body Points of damage unless disarmed. Each chest contains 1 Serpent Scourge Potion and 150 very old gold coins.
- F. Zargon may choose to allow for a *Minor Potion of Healing* to be found the first time the room is searched for treasure.
- G. On the weapons rack is a *Magic Knife Bandolier* that may carry any combination of up to 4 Magic Throwing Daggers, or Phantom Blades. (see the Artifact card)
- H. The book is on a bema dais that blocks line of sight from the Nave to the Sanctuary. Figures on the stairs around the book are considered to have Superior Position to adjacent squares.

H (continued) the Sanctuary and the 2 wide corridors are open space, all the same height, and Line of Site is drawn as normal

I. The forge is on the same level as the floor of the Nave and is surrounded by red hot branding irons. It is a searingly hot location and figures on squares adjacent to it must roll 1 Combat Die, on a Skull they receive 1 Body Point of damage from the heat. Armor will not protect from this damage.

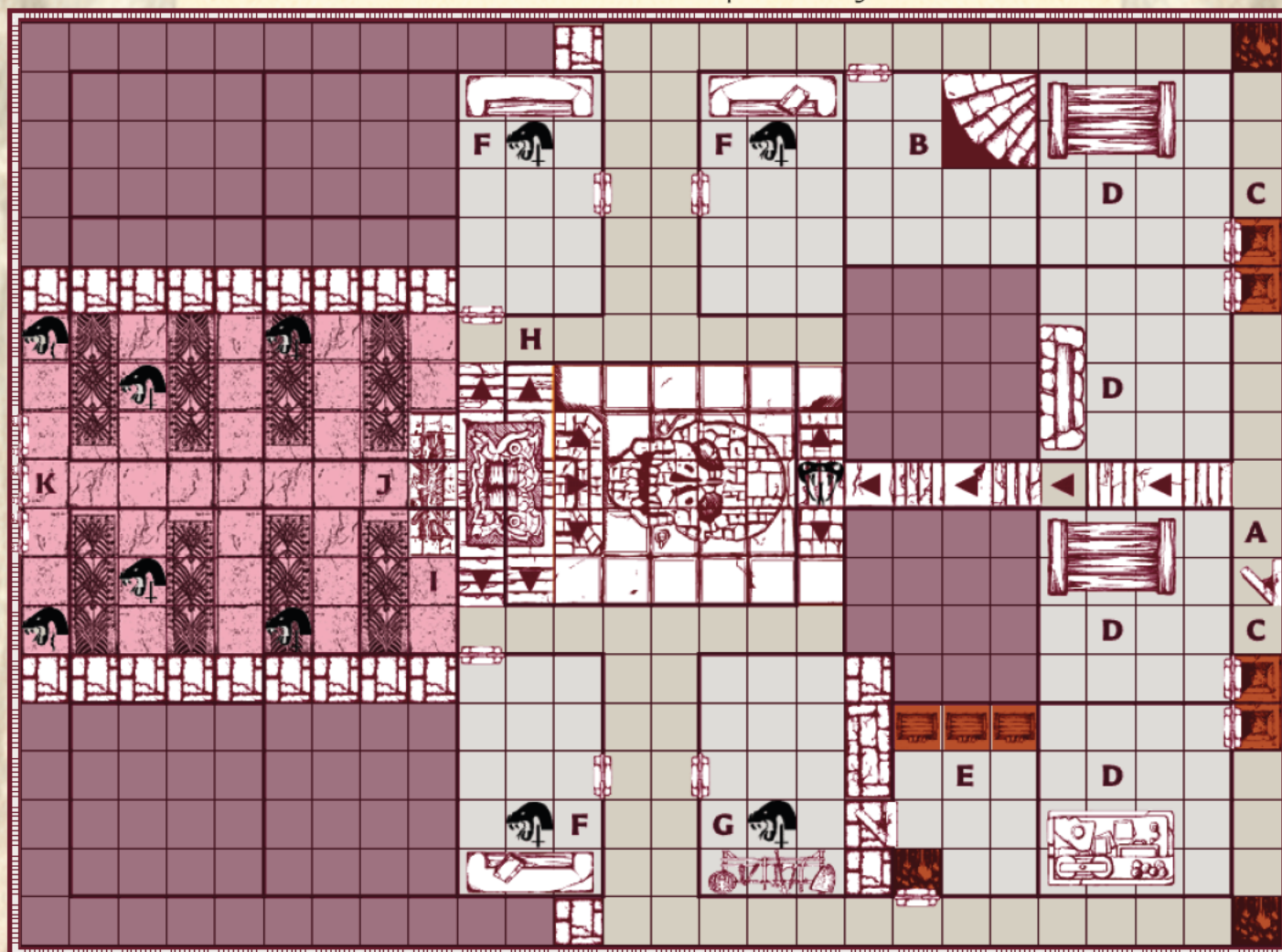
J. This is the Nave, overlap the two 5 x 7 overlays to produce this pattern. The hybrids are all in deep prayer, they will not activate unless one of them is attacked, or the Nemetoa on the stairs calls out to them on Zargon's turn. Do not tell the heroes.

K. The 2 Hybrid Archers will remain in place and shoot at the heroes if they have been activated. These iron doors exit the quest.

If the Heroes defeat all of the hybrids read the following:

With your foes vanquished and the exit at hand, the temple stands vulnerable. A few well placed branding irons should buy you the time to escape and still burn it to the ground. Will you burn the temple or simply escape through the iron doors?

The quest ends regardless of the choice.



Wandering Monster in this Quest: Hybrid Warrior

Quest6

The Silence of Tzompantli

Leaving the nave behind, you cautiously enter a room with shelves of Ophidia skulls. In your minds Mentor's *Far Voice* spell seems to be competing for attention, as though in a crowded room. "This is one source of their magic, they are tapping into the power of their ancestral dead, a version of necromancy new to me.

Zargon has often used the animated dead to do his bidding. Should a single artifact fall into his hands, the results would be disastrous. My heroes, you must press on, eliminate the threat that this faith of ancestral dead worship represents. Leave no profane alter or artifact you discover intact. "

NOTES: All skeletons and zombies are of Hybrid shape and appearance.

A. Heroes enter through these doors from off the board, the thick line is not a wall. Read the following to the heroes:
The shelves that line the walls are filled with skulls, they seem to fill the air with whispers and hisses. Perhaps a Fire of Wrath or Ball of Flame will cause them to burn and be destroyed as Mentor desires. If they use either spell it will be successful. One on each shelf.

B. Read the following to the heroes:
More skulls and shelves, whispers and hisses. If the heroes have another fire spell they may burn this shelf as well. *Courage* will not work on the shelf of skulls. An ornate longsword is on the weapon rack to be found the first time the room is searched for treasure. Use the Longsword equipment card.

C. Read the following to the heroes:
Through these arches the path leads to a broad walkway down into what appears to be a large city hewn into the stone of the mountain. You may pass through and enter the city though finding your way back may be hazardous and difficult. If they elect to go into the city, use the Cavern City map as many times as you like to reinforce that the city is huge.

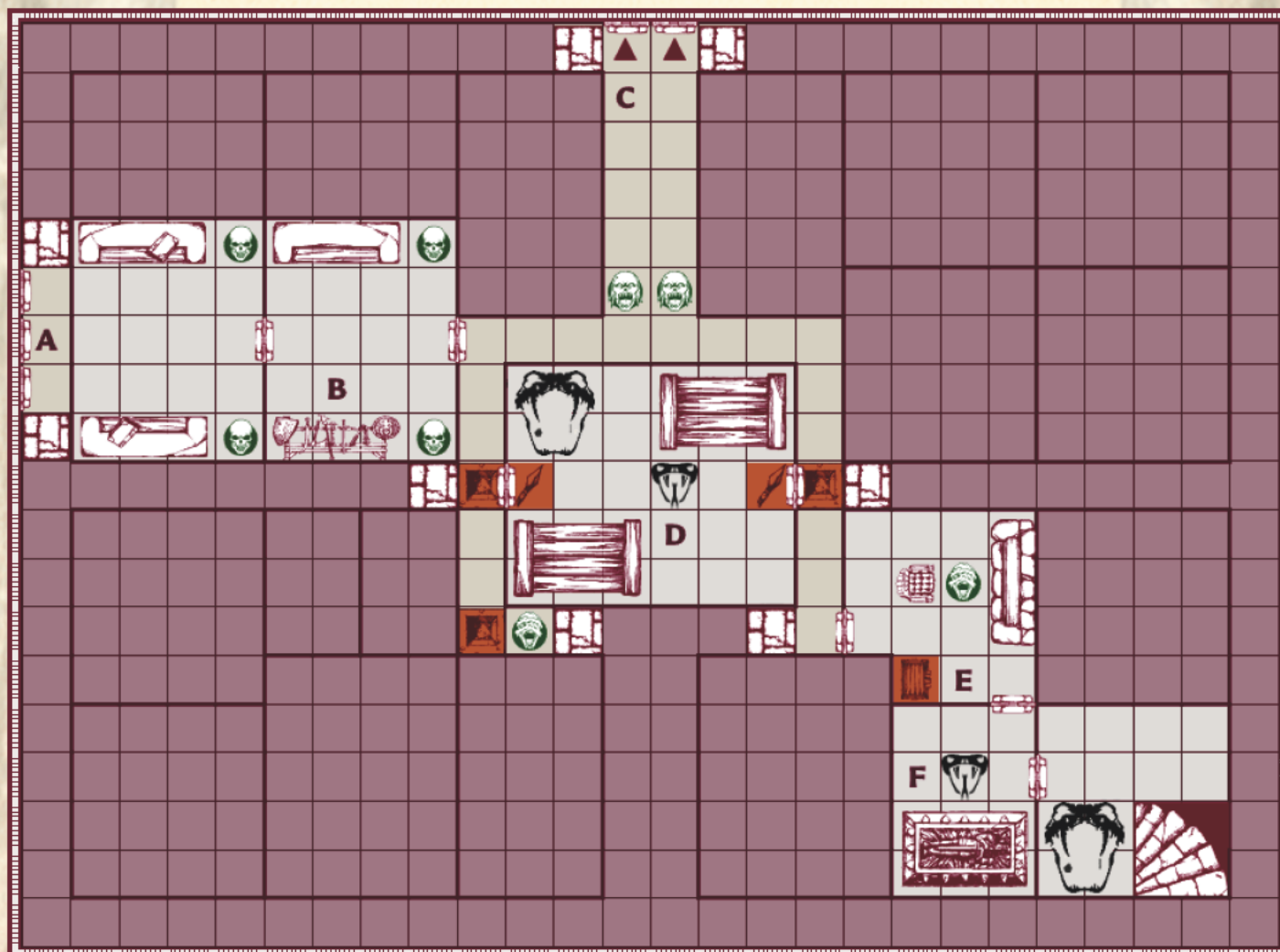
D. When the room is searched for treasure read the following:
The tables are covered in various piece parts of Humans, Elves, Orcs, Dwarfs, and Ophidia. Amongst the offal you find a Serpent Scourge potion.

E. The chest has a Dwarf Scourge dart trap that will deal 3 Body Points of damage to a Dwarf, and 2 Body Points to anyone else if it is not disarmed prior to opening it. The chest contains an *Eye of the Serpent* gem which may be sold for 250 gold at the end of the quest line.

F. This Nemetoa is kneeling at the tomb, apparently praying. When the room is searched for treasure read the following:
The tomb contains the remains of various peoples stitched and wrapped as though a puzzle had been completed. This must be one of the ways the Ophidia create their Brutes and who knows what else. There is no doubt in your mind that this offense against life must be burned.

If the heroes have another fire spell they may burn this corpse as well.

If they leave via the stairs proceed to *The Sacred Labs* quest.



Wandering Monster in this Quest: Hybrid Warrior

Quest 6A Cavern City

Stepping into the streets of the cavern city you feel, as much as hear, the silence. Yet there is a sense of sibilant movement in the still air. Mentor's *Far Voice* spell flickers at the back of your awareness, "This is a vast city. The dangers here are unknown yet there may be knowledge here that will be helpful. Tread

with care my heroes. My power here is greatly reduced and it is with increasing difficulty that I keep the *Far Voice* functioning. Do not venture to far and get lost, or worse if you succumb to an as yet unknown threat or trap. I urge you, return to our previous path, for I believe it will lead to the eventual resolution of this mystery."

NOTES: All undead are of Hybrid shape and appearance, all sarcophagi appear to be sealed graves.

A. Heroes enter on Zargon's choice of side of the board. All of the stairwells descend to the courtyard at the center of the board. The doors appear to enter into silent dwellings. The heroes may exit from any side of the board. They may get separated and lost.

B. The first time the courtyard is searched for treasure, read the following to that hero:

The menhir is of a milky black crystal that exudes heat. It bares a strong resemblance to the piles of crystal shards you discovered earlier. The longer you stare into it the more you feel as though it is staring into you.

The hero must roll 1 red die. if the result is below their Mind Points nothing happens. If they fail read the following:

You are certain that there was a face and movement in the crystal, when you reach out and touch it the menhir shatters and a smoky billowy form issues forth...

The hero has released a gloom wraith which will attack on Zargon's turn.

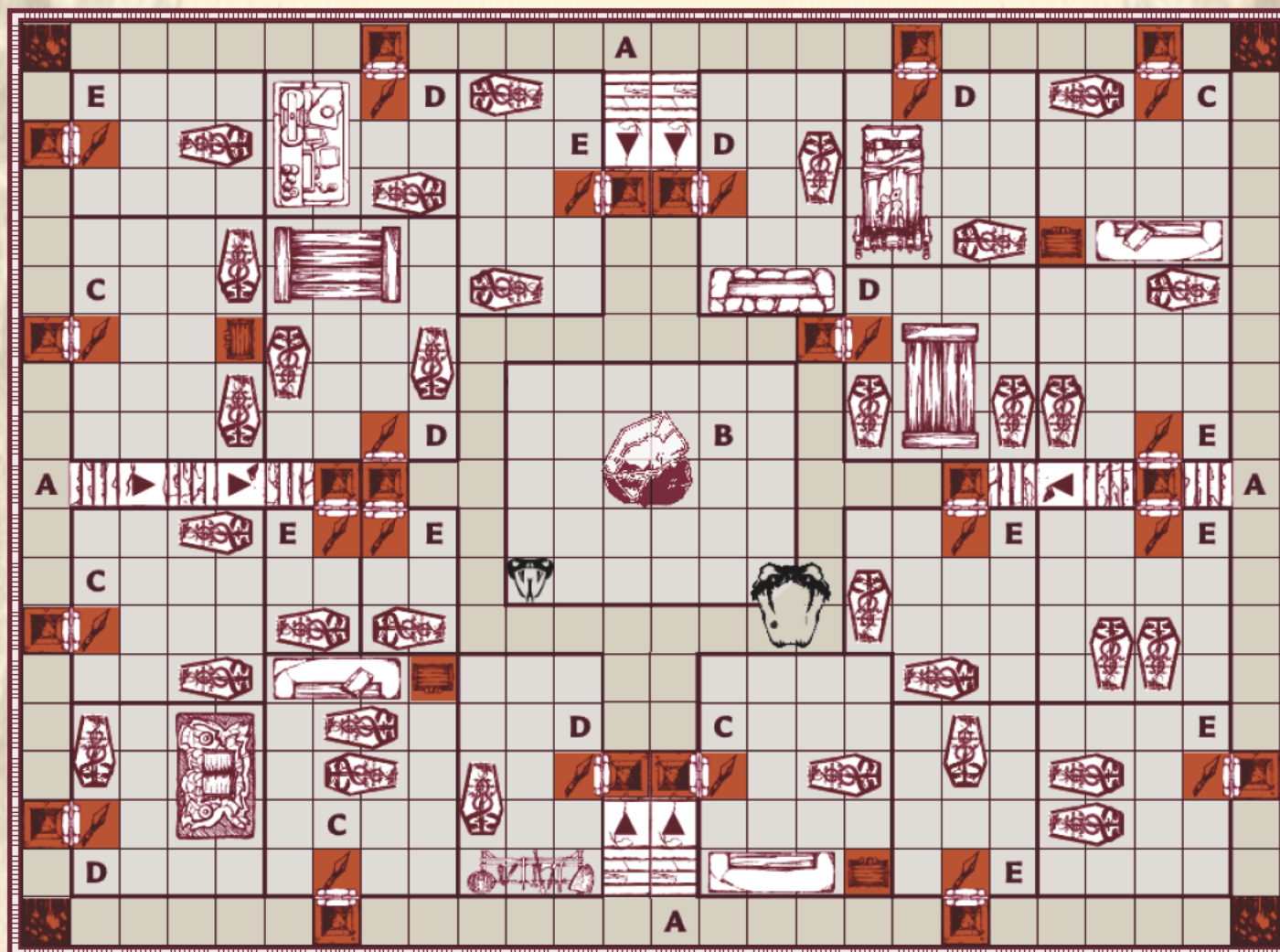
C. A Mummy is placed on this letter.

The first time the room is searched for treasure they find the chest has a poison dart trap that will cause 2 Body Points of damage if not disarmed. The chest contains very old gold coins. Roll 2 red dice, the total is the amount of coins. The shelf is lined with Ophidia skulls and may be burned as in the previous quests.

D. A Zombie is placed on this letter. The first time the room is searched for treasure they find:

A 4 Body Point restorative healing potion is on the Alchemist Bench. A rotted book with strange drawings is on the Sorcerer's Table. A single weapon of Zargon's choice is on the Weapon Rack. The fire in the hearth is dead but the room is still warm. The rack appears disused but shows signs of historic consistent use. The table is empty.

E. A Skeleton is placed on this letter.



Wandering Monster in this Quest: Hybrid Warrior

Quest 7 Sacred Labs

Mentor's Far Voice spell is now barely a whisper in your minds, "Soon I may not be able to contact you at all if this arcane miasma is not cleared or weakened. We have discovered much, the Ophidia appear to have a plan already in work and we may have stumbled on it at an opportune time to prevent its fruition. Javak has not

been discovered again. It is possible she has succumbed to the Ophidia, or she has escaped. I have informed the King of your discoveries and he is currently organizing a military action should it become necessary. The Queen has expressed an interest in any artifacts you find. My heroes, you know what must be done with any artifacts."

NOTES: The heroes start in the middle room and exit on the staircase behind room F.

A. The first time the room is searched for treasure read the following to that hero:

The treasure chests contain a selection of unmarked and unfamiliar vials. You may take these four vials and sell them at the end of the final quest, or, you may try them at random as you desire.

The hero takes the four unknown potion cards. Zargon decides what each potion is if it is used before the end of the final quest.

B. The first time the room is searched for treasure, read the following to that hero:

The sarcophagus has a stitched together monstrosity in a state peaceful of repose. The shelves are filled with Ophidia skulls. These shelves may be burned in the same manner as with previous shelves.

C. The first time the room is searched for treasure, read the following to that hero:

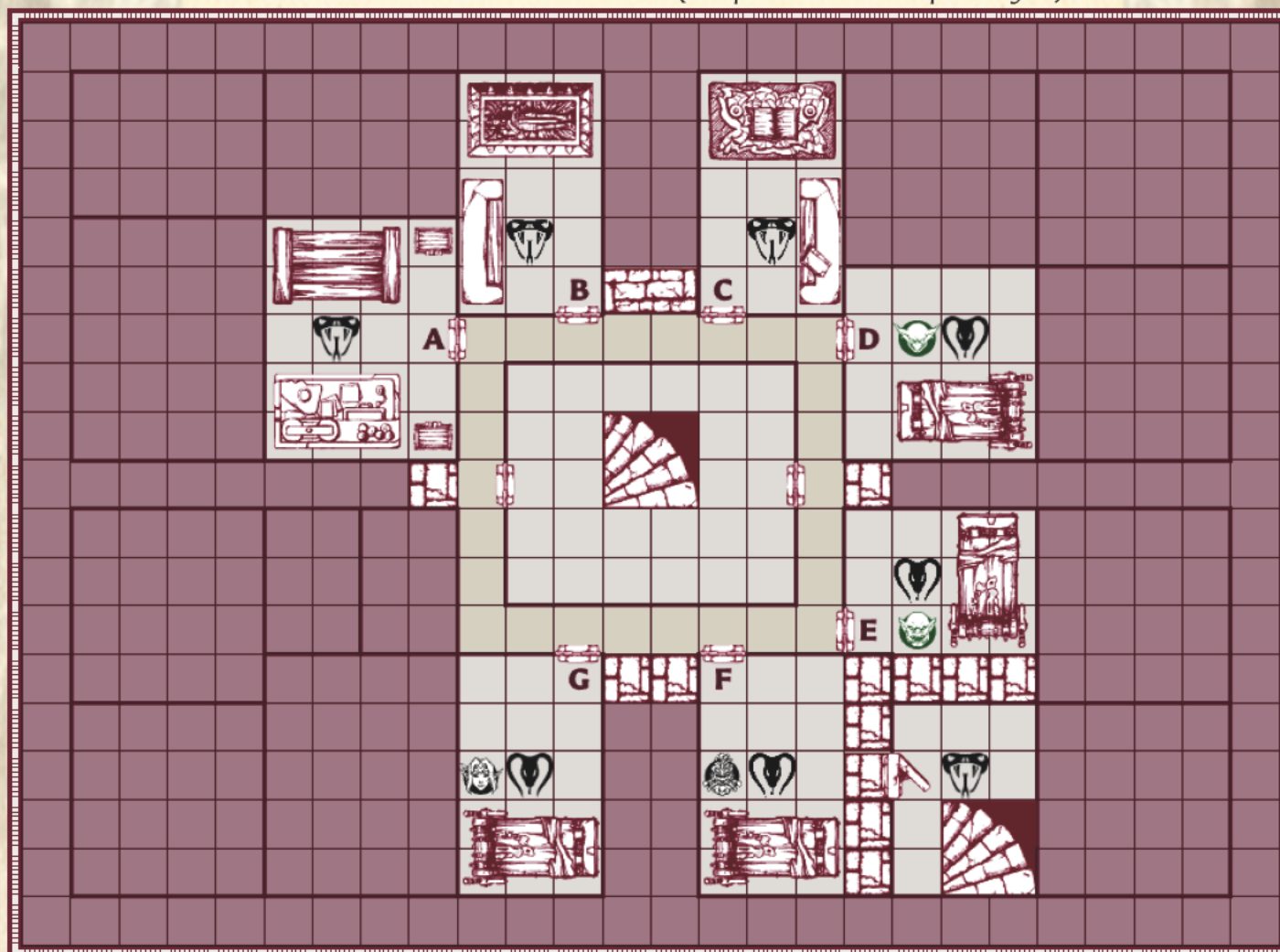
The book appears to be stitched together thin leather pages. The shelves are filled with Ophidia skulls. These shelves may be burned in the same manner as with previous shelves.

D. The Goblin and Brute are encased in golden light. (They are being magically bound, if one is killed the other will die as well, do not tell the heroes this, let them figure it out.)

E. The Orc and Brute are encased in golden light. (They are being magically bound, if one is killed the other will die as well, do not tell the heroes this, let them figure it out.)

F. The dwarf is a zombie, their soul has been absorbed in to the Brute. The secret door can be found from this room.

G. The Elf and Brute are encased in golden light. (They are being magically bound, the elf is fighting the transference. If the Brute is killed first, the elf will join the heroes and may be used as an elf mercenary with a short sword, and no spells, until they are either killed or the last quest is finished. If the elf survives until the end of the last quest they will provide the heroes with the promise of a boon should the heroes ever adventure in to the elf's homeland. This sets up a sub quest for Mage in the Mirror Elf Quest pack. The boon is up to Zargon.)



Wandering Monster in this Quest: 2 Hybrid Warriors

Quest 8

Lyre of the Wight Wurm

With a slight sigh Mentor's *Far Voice* spell fails. It is replaced by a sibilant singing that you find difficult to determine if it floats through the air, or if it is just in your minds. Each of you feel as though there is a great event about to take place. There is wonder mixed with awe, joy entwined with fear, and anticipation conjoined

with uncertainty. The music pulls you, almost irresistibly down the stairs. As you gather at the base of the stairs, outside of a door, the urge to turn and flee wars with your sense of duty to the realm. The future will depend on your choice to proceed into the unknown. The music beckons. The Realm has need. A hero opens the door.

NOTES: Destruction of all Menhir is required to prevent the Wight Wurm from being summoned.

A. Read the following to the heroes:

The narrow pathway you walk encircles a vast pit into which all light vanishes. Four stone pillars that stretch up into oblivion bracket the pit. On the far side of the pit, atop a sheer faced wall, almost too faint to detect is a form swaying in rhythmic undulations.

The High Nemetoa will not acknowledge, the heroes unless attacked. The ritual to raise the Wight Wurm is all encompassing. If any Nemetoa is killed or any Menhir is destroyed it will delay the ritual.

B. The wall cannot be scaled and any character falling from the ledge will take 4 Combat Dice in damage, armor will not prevent it.

C. The Nemetoa will not acknowledge, the heroes unless attacked. If the heroes kill the Nemetoa in this room read the following:

The sibilant singing falters and your thoughts seem to clear slightly.

Each time a room with a Menhir in it is searched for treasure, read the following:

The Menhir draws you to it. The milky black crystal exudes heat and you can feel a growing urge to touch it.

The hero must roll 1 red die. if the result is below their Mind Points nothing happens. If they fail read the following:

When you reach out and touch it the Menhir shatters and a smoky billowy form issues forth...

The hero has released a gloom wraith which will attack on Zargon's turn. Place a gloom wraith on a square adjacent to the hero that released it.

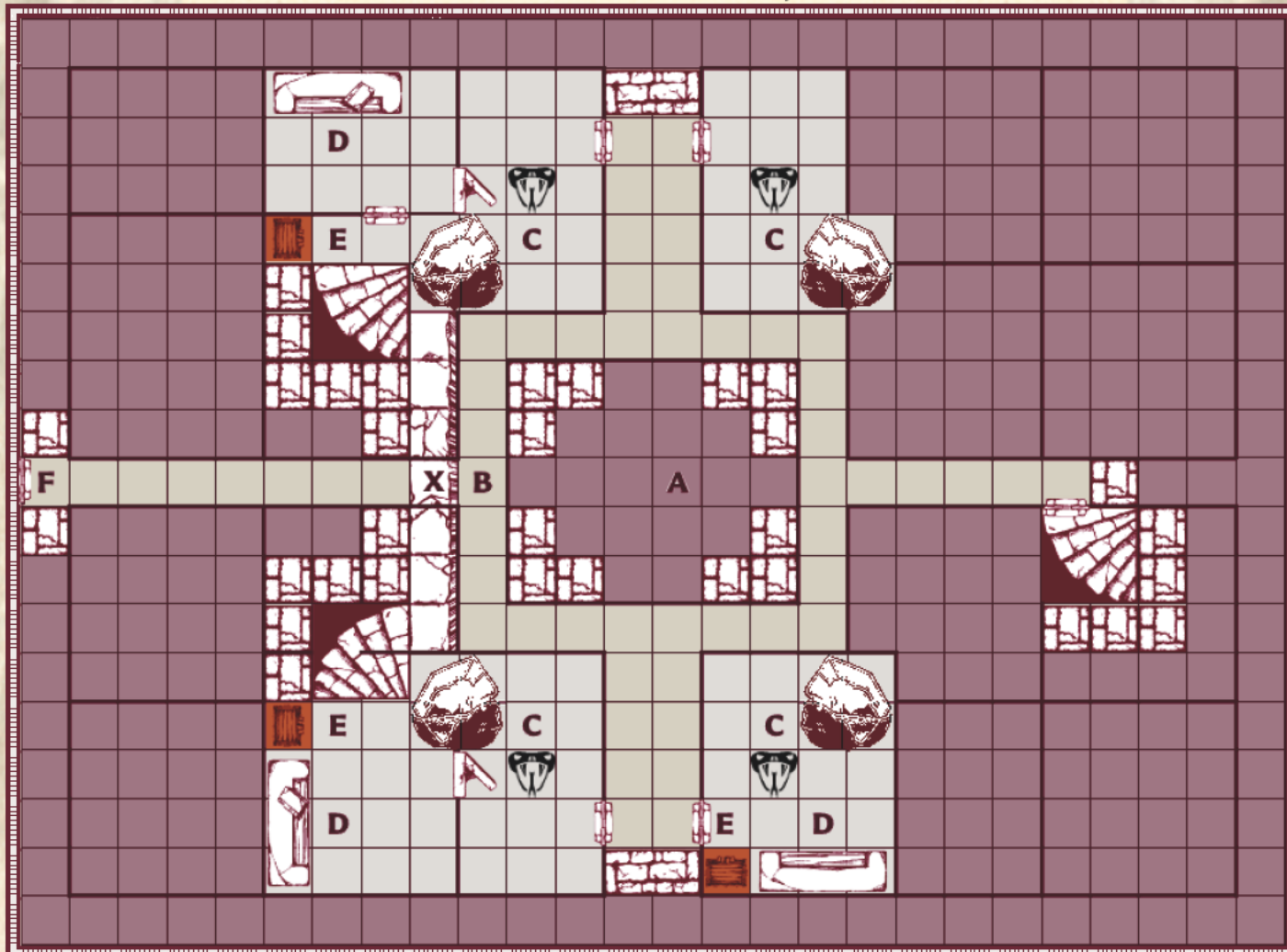
If all four Menhir are destroyed Mentor's *Far Voice* spell will work in the next 2 quests. If they are not all destroyed the Wight Wurm may be raised in a future quest line, and Mentor's *Far Voice* will not work for the next 2 quests.

D. The shelves are filled with Ophidia skulls. These shelves may be burned in the same manner as with previous shelves. Rolls to resist touching the Menhir receive -1 for each shelf destroyed.

E. The chest triggers a pit trap in the space marked "E", if it is not disarmed first. The chest contains a Potion of Healing that restores 4 body points, a random spell scroll and an *Eye of the Serpent* gem.

F. This is the exit door to the next quest. This hall is only accessible from the top of the sheer wall.

X. The High Nemetoa will attack any hero if any Menhir have been destroyed or other Nemetoa have been killed.



Wandering Monster in this Quest: 1 Nemetoa

Quest 9 The Holey Tower

Stepping into the hall you notice that the floor, walls, and ceiling feel like they contort and twist, though they do not appear to actually do so. A vague feeling of vertigo assaults your senses. The very substance of the mountain seems to be in some sort of flux, as though reality were being mixed in a cauldron.

Mentor's Farvoice spell can be heard clearly now that the Menhir have been destroyed. With stern resolve Mentor observes. "The Ophidia are twisting reality to their own ends. This cannot be allowed to continue. They have compromised the mountain, be wary of the very ground on which you tread my heroes.

NOTES: If any of the menhir from quest 8 survive Mentor's Far voice spell will not function, read only the first paragraph.

A. Heroes enter through this door one at a time to start the quest.

B. The center chest has an explosive trap. If it is not disarmed it will detonate and destroy all the chests and the contents therein. The explosion will cause 3 Body Points of damage to all heroes in the room. The chests contain 1 random spell scroll, 1 Serpent Scourge potion, and the Fangs of the Serpent artifact.

C. The Nemetoa is lighting a candle when you enter the room startling them. Their dropped flaming taper sets fire to the book.

D. When a hero enters this room the Bone Naga automatically moves to block the stairwell. Then the hero may finish moving.

E. The Nemetoa is practicing to be a high priest. They have the same spells as the high priest, but the same statistics of a Nemetoa.

F. There a 4 healing potions on the table that heal up to 4 Body Points of damage.

G. The shelves are filled with Ophidia skulls. These shelves may be burned in the same manner as with previous shelves.

H. This is the exit door from the Holey Tower.

The Stairs are warped by magic, the following shows their function.

When entering Stair 1 exit on Stair 2

When entering Stair 3 exit on Stair 4

When entering Stair 5 exit on Stair 6

When entering Stair 2 exit on Stair 5

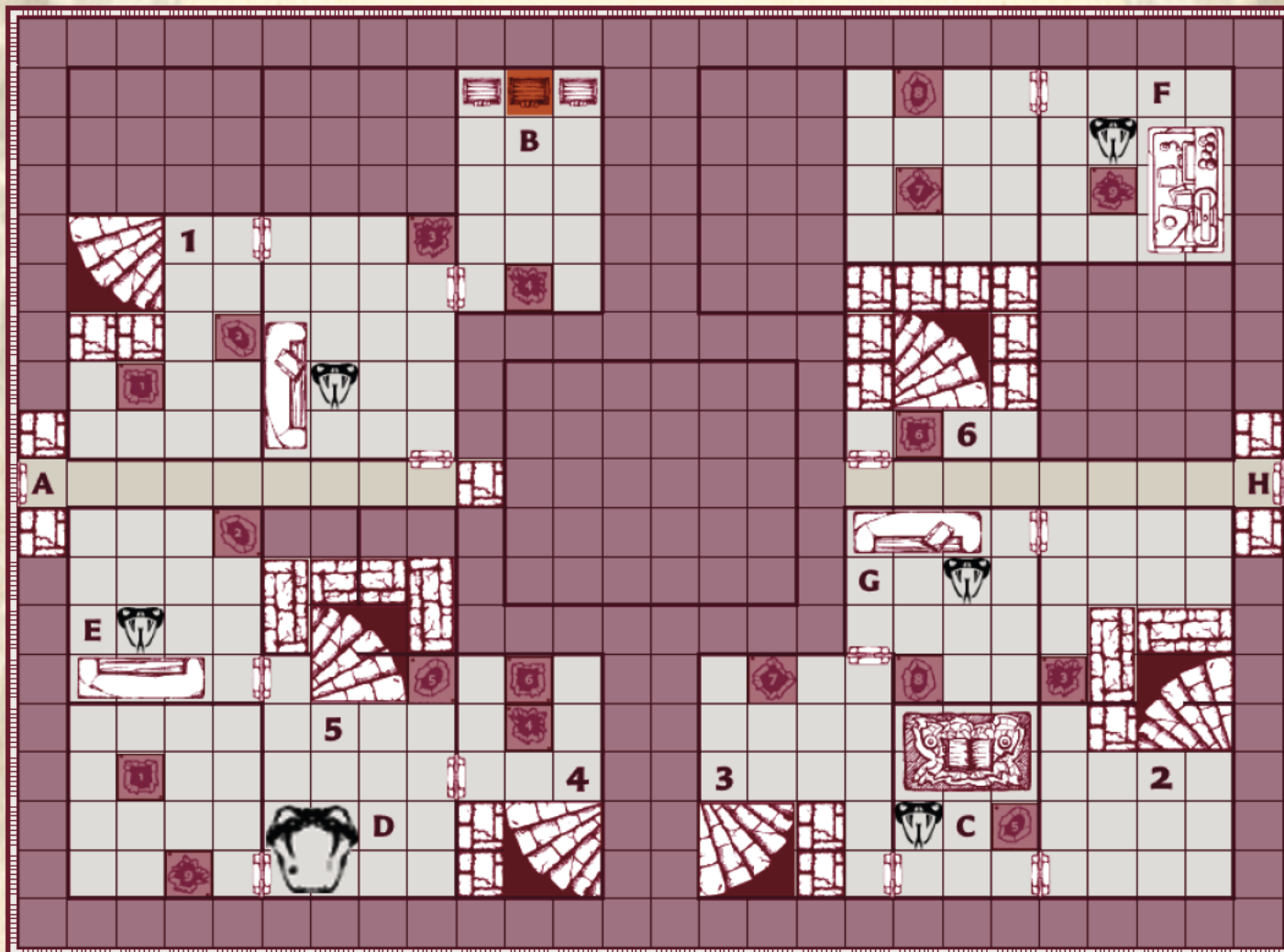
When entering Stair 4 exit on Stair 3

When entering Stair 6 exit on Stair 1

The pits are magic chutes. They cannot be disarmed. If they are found prior to searching for treasure, they may be avoided.

Otherwise the searching hero falls into a random pit. However if the individual that searched the room leaves the room the pits disappear and must be searched for again. They can be jumped.

The chutes are one direction travel only. They have a single dot in the upper left corner for the entrance and 2 dots on the exit. Yes some "fall up" as the magic is twisting the mountain. Heroes do not take damage from falling into a pit chute but they end their move on the exit due to disorientation. Heroes landing on another hero at the bottom of a chute will cause 1 Body Point of damage to each hero. The last hero moved is placed adjacent to the first hero on the board, Zargon's choice of square.



Wandering Monster in this Quest: 1 Nemetoa

Eternity

Passing from the claustrophobic tunnels of shifting space you are confronted with an enormous cavern. It may be the same cavern in which you found the city, or it may not. One thing is clear the massive Ziggurat before you appears to be alive with activity. The odor of fresh blood and offal wafts in the surrounding air.

Using his Farvoice spell Mentor observes. "This is a place of ancient evil and decadence. A civilization capable of these grotesque feats of magic cannot be allowed to be re-birthing. Let us not forget that Javak has not been found either. If they have joined forces, Ophidia and Orcs, then Zargon need only wait to despoil our bones.

NOTES: If any of the menhir from quest 8 survive Mentor's Far Voice spell will not function, read only the first paragraph.

- A. Heroes start in any square around the perimeter of the board.
- B. The bloody staircase is slick and treacherous. Each square of movement up requires a roll on a red die under the Heroes current Body Points, on a failed roll the hero slides down 1 square dislodging any hero behind them, repeat the process until there are no heroes left to move.
- C. These are petrified Brute statues.
- D. When any hero enters this room, if they do not attack first, on Zargon's turn the orcs and goblins will offer to join them as mercenaries. Otherwise they will fight.
- E. When a Hero enters the top of the Ziggurat each Sarcophagi opens and a Guardian slithers from within to stand, place 1 at each location marked with an "E". Read the following to the heroes. "These monstrosities appear serpent and orc, with their heavy muscularity and thick sinuous thick bodies"
- F. In this chest is the artifact Scale of Mizuchi.
- G. In this chest is the artifact Balance of Mizuchi.
- H. The weapons rack has 4 very well used spears resting on it. They may be given to Mercenary Orcs or Goblins as weapons.
- I. This rack has seen much recent use.

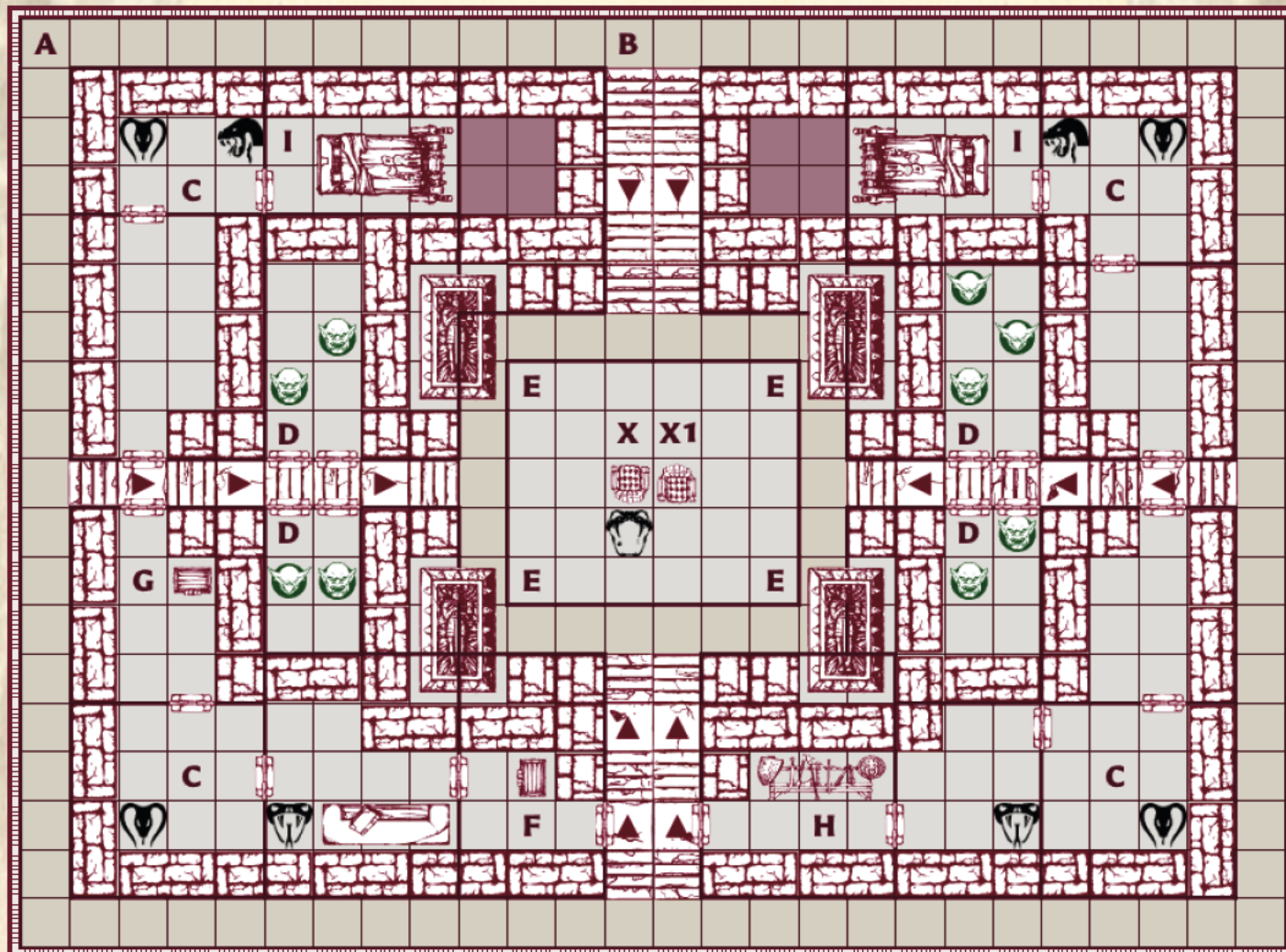
X - Scaleen the Serpent Queen

Read the following to the heroes when they see Scaleen:
"Sibilant words slither around the air as an interrupted conversation is suddenly cut short. The Serpent Queen is regal and frightening, both awe-inspiringly beautiful and hideously repellent. Her gaze focuses on you and you can not help but feel the countless millennia in those eyes." (See the Monster Card)

X1 - Javak

"See, just as I said, they have chased me into the heart of your realm." Javak knows the following Dread Spells. Firestorm, Summon Orcs, and Escape. She will fight the heroes. First she will use Firestorm, then Summon Orcs, last she will use Escape. She may be killed prior to the escape spell being cast.

Javak Orc Warlord				
MOVEMENT	ATTACK	DEFEND	BODY	MIND
8	3	4	3	4



Conclusions

There are 8 possible conclusions that can be derived from this questline.

Conclusion Influences

The overriding factor is if the Wight Wurm is prevented from being raised during the *Lyre of the Wight Wurm* quest. This is because the Wight Wurm is a powerfully magical undead entity that anchors the faith based magic of the Ophidia to the Realm. If the Heroes fail to prevent the raising of the Wight Wurm they end up setting the beast loose on the Realm. It will be up to the Zargon player to determine if they want to continue with the Wight Wurm story line. Each of the conclusions with the Wight Wurm is presented with the corresponding changes in the campaign world.

The Secondary factors are if the two main adversaries either survive or are slain or a mix of those options. The results for each of the options has been provided, and of course as this is your game you can chose a completely different series of events.

Conclusions with the Escape of the Wight Wurm

Conclusion 1) The Queen Escapes and Javak Dies:

Mentor welcomes you into his study, "Greetings my heroes, I am very glad to see you are safe. The King wishes me to thank you for discovering a new hidden threat to the Realm. He has begun to take steps to counter the rising power of the Ophidia through higher conscription rates and pressgangs.

The massive undead wurm that was released from their temple through the gate generated by the menhir, has been ravaging the countryside. It has become a hazard to merchants, travelers, and hamlets alike. This situation is compounded by the fact it appears as

as though the wurm takes no offense against, nay, assists even, Ophidia raiding parties.

The Ophidia have redoubled their efforts and begun to absorb villages, travelers, and even warbands of orcs. I fear that they are continuing their research and increasing their power. Even now I can feel the mystical waves altering the magic of our realm. I have no doubt that Zargon feels it as well and has developed great interest in them.

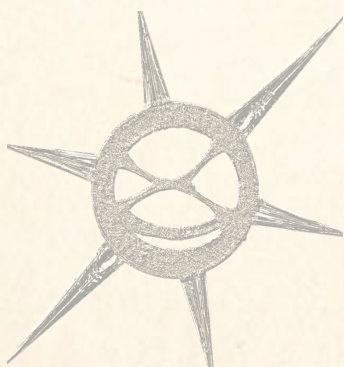
It is a pity we could not sway Javak to our view but better one enemy at a time and Queen Scaleen is a very potent enemy to have.

Conclusion 2) The Queen Dies and Javak Escapes:

Mentor warmly welcomes you into his study, "Greetings my heroes, I am very glad to see you are safe. The King wishes me to congratulate you on weakening a new emerging threat to the Realm. He has begun to take steps to counter the rising power of the Ophidia through higher conscription rates.

The massive undead wurm that was released from their temple through the gate generated by the menhir, has been ravaging the countryside becoming a hazard to merchants, travelers, and hamlets alike. I fear that this may not be the only one of these wurms that we will be facing in the future as the priesthood appears to have taken refuge in the wetlands. There are rumors that a new temple is being constructed. I can feel they are continuing their research and increasing their power. Even now their mystical waves are altering the magic of our realm. I have no doubt that Zargon also feels it and has developed great interest in them.

Javak has taken to raiding our outlying villages and hamlets. Her horde is growing and will soon be a force that will require a reckoning. The spawn of Ulag are a tenacious and vengeful lot, I have little doubt Zargon will swallow them into his vile maw and spit them back at us when we least expect it. "



Continue Conclusions with the Escape of the Wight Wurm

Conclusion 3) Both the Queen and Javak Escape:

Mentor welcomes grave faced into his study, "Greetings my heroes, my heart is happy to see you alive. The King wishes me to inform you that you are needed now more than ever. He has begun to take steps to counter the rising power of the Ophidia and their Orc allies through higher conscription rates, pressgangs, and prisoner conversion efforts.

The massive undead worm that was released from their temple through the gate generated by the menhir, has been ravaging the countryside becoming a hazard to merchants, travelers, and hamlets alike. This situation is compounded by the fact it appears as though the worm takes no offense against, nay, assists even, Ophidia and Orc raiding parties.

The Ophidia have redoubled their efforts and begun to absorb villages, travelers, and even garrisons of the Realm. The queen and her priests have founded a new capitol in the wet lands and a new ziggurat is being built. I know they are continuing their research and increasing their power. Even now I can feel the mystical waves altering the magic of our realm. I know Zargon feels it as well and has developed great interest in them.

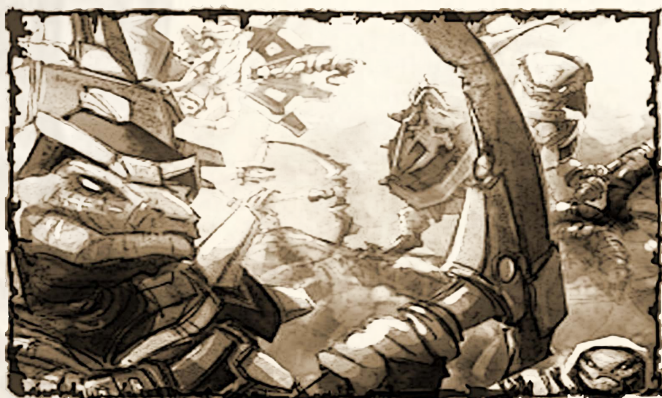
Javak has taken to raiding our outlying villages and hamlets. Her horde is growing and is outfitted with arms and armor from the depths of the Ophidia stores of weapons and refitted armor. Her horde is already a force that requires a reckoning. The spawn of Ulag are a tenacious and vengeful lot. Javak in particular appears to be willing to make daring and dangerous decisions in an effort to dethrone our King and lay waste to our Realm.

Though we are beset on all sides and the future is grim, blessed are the people with heroes to protect them."



Conclusion 4) Both the Queen and Javak Die:

Mentor warmly welcomes you into his study, "Greetings my heroes, I am very glad to see you are safe. The King wishes me to congratulate you on weakening a new emerging threat to the Realm. He has begun to take steps to counter the rising power of the Ophidia through higher conscription rates and pressgangs. The King has also instituted an extermination plan. He has issued a decree that Ophidia are to be slain on sight. A reward of 1 gold coin will be paid for each proof of bounty. It will not be enough that Mercenaries will take the time to hunt them, but the peasantry, traders, and travelers may find that their purses may swing heavier and it will go far in compensating them for the now more difficult roads.



The massive undead worm that was released from their temple through the gate generated by the menhir, has been ravaging the countryside becoming a hazard to merchants, travelers, and hamlets alike. I fear that this may not be the only one of these worms that we will be facing in the future as the priesthood appears to have taken refuge in the wetlands. There are rumors that a new temple is being constructed. I can feel they are continuing their research and increasing their power. Even now their mystical waves are altering the magic of our realm. I have no doubt that Zargon feels it and has developed great interest in them.

It is a pity we could not sway Javak to our view but better one enemy removed and the other severely weakened, than a united force of two enemies .

Conclusions without the Escape of the Wight Wurm

Conclusion 1) The Queen Escapes and Javak Dies:

Mentor stands before the doors of the Great Hall, his brow resting lightly above his eyes. *"Greetings my heroes, thank you for joining me just before my audience with our King and Queen. I plan to inform them of the diminished nature of the Ophidia. It is my understanding that there is much internal strife in the halls of the Serpent Queen. Her own religious cast appears to be revolting against her. This works well in our favor, while they are divided, they are weakened, and may be controlled in time. Still Zargon has already begun recruiting the downtrodden of the Ophidia. This is not so good but to be expected when an authoritarian power has shifted so much."*

With the destruction of the menhir at the summoning point the magics that the Ophidia were attempting to birth into the world appear to have been snuffed out, at least for now.

It is a pity we could not sway Javak to our view but better one enemy removed and the other severely weakened, than a united force of two enemies. Now if you will excuse me, I must attend that audience of which I spoke. You will find a gift of gratitude from the King in the meeting room of your chambers."

In your chambers you find a leather bag, the Lions Head sigil of the Realm is embossed on it and inside is 500 gold coins. A small note written in fine hand reads, "Thank you Heroes for your services to the Realm. Please take this treasure as a sign of the value that the Royal family of the Realm places on you."



Conclusion 2) The Queen Dies and Javak Escapes:

Mentor warmly welcomes you into his study, *"Greetings my heroes, I am very glad to see you are safe. The King wishes me to congratulate you on defeating a new emerging threat to the Realm. Since your return he has sent troops, knights, merchants, and prospectors to assess, relocate, and integrate, the Ophidia into our Realm. His hope is that by integrating them when their leadership has failed, they may adopt the Realm as a new home and strengthen us as a whole. Perhaps someday you may hire Ophidia Mercenaries to assist you in your quests, who knows?"*

With the destruction of the menhir at the summoning point, the magics that the Ophidia were attempting to birth into the world appear to have been snuffed out. I expect the calamity that would have befallen the Realm had you failed that endeavor would have had far reaching repercussions.

The King has begun to take steps to counter the rising power of Javak through higher conscription rates. The heir of the Orc Warlord is as charismatic and cunning as their progenitor. Javak has taken to raiding our outlying villages and hamlets. In addition, the orcs have been raiding the edges of the old Ophidia kingdom and outfitting themselves with weapons and armor."

"The king has asked that I provide you with this." Mentor produces a large leather bag, the Lions Head sigil of the Realm is embossed on it and inside is 500 gold coins. *"This is a thank you Heroes, for your services to the Realm. Please take this treasure as a sign of the value that the Royal family of the Realm places on you."*

This ending leads to the Ophidia becoming an optional race for the heroes, like humans, orcs, and elves. Hybrid Ophidia may now be recruited as Mercenaries.



Continued Conclusions without the Escape of the Wight Wurm

Conclusion 3) The Queen Escapes and Javak Dies:

Mentor stands before the doors of the Great Hall, his brow furrowed and his skin ashen. He says in a long sigh, "My heroes, my heart is happy to see you alive. The King wishes me to inform you that you are needed now more than ever. He has begun to take steps to counter the rising power of the Ophidia and their Orc allies through higher conscription rates, pressgangs, and prisoner conversion efforts. With the destruction of the menhir at the summoning point the magics that the Ophidia were attempting to resurrect in the world appear to have been snuffed out, at least for now.

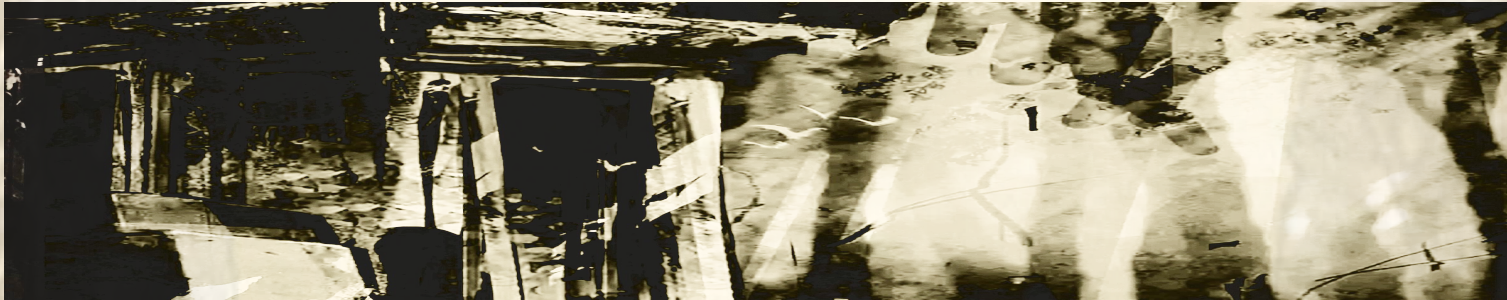
The Ophidia have redoubled their efforts and begun to absorb villages, travelers, and even garrisons of the Realm. I know they are continuing their research and increasing their power. Even now I can feel the mystical waves altering the magic of our realm. I know Zargon also feels it and I have no doubt he has developed great interest in them.

Javak has begun raiding our outlying villages and hamlets. Her horde is growing and is outfitted with arms and armor from the depths of the Ophidia stores of weapons and refitted armor. Her horde is already a force that challenges our garrisons. The spawn of Ulag are a tenacious and vengeful lot. Javak in particular appears to be willing to make daring and dangerous decisions in an effort to dethrone our King and lay waste to our Realm.

Though we are beset on all sides and the future is grim, blessed are the people with heroes to protect them.

Now if you will excuse me, I must attend audience with the King and Queen. You will find a gift of gratitude from the King in the meeting room of your chambers."

In your chambers you find a leather bag, the Lions Head sigil of the Realm is embossed on it and inside are 500 gold coins. A small note written in fine hand reads, "Thank you Heroes for your services to the Realm. Please take this treasure as a sign of the value that the Royal family of the Realm places on you."



Conclusion 4) Both the Queen and Javak Die:

The massive doors of the Great Hall stand wide open and servants, courtiers, militia, merchants, and high-ranking military officers, form an audience with a walking path just wide enough for your party of heroes to pass. The audience closes in behind you as you walk toward the King and Queen. Loud cheers and roars of joy echo across the vastness that is the great hall. As you approach the thrones the audience quiets to a whisper, and then shortly thereafter, silence. Mentor, standing at the base of the stairs leading to the thrones, raises his staff, and the entire audience drops to one knee. The King stands and begins walking down the stairs toward you.

"People of the Realm." Begins the King. "Before you are the finest Heroes our Realm has seen in my lifetime. They have managed to break the back of the great serpent that was lurking under the mountains to the east. In addition, they have prevented ancient magic from warping our lands. Last, and not in any way the least, they have thwarted an orc warlord from building a massive horde to smash our peaceful Realm. These are truly the finest heroes I have ever laid eyes on."

With that the King bids you to stand. He produces a fine golden brooch with the Lion Head sigil of the Realm. He carefully pins the brooch to your tunic, each hero in turn. "Thank you Heroes for your services to the realm, please wear this brooch with honor and pride. When you are recruiting Mercenaries, you will find that they will join you more readily than previously. Everyone wants to be in the employ of a hero and share in the glory, grandeur, and adventure when they know the Realm is behind them. Wealthy are the people with living Heroes."

Later after the festivities Mentor joins you in the common room of your chambers. Making himself comfortable in a large chair he begins speaking. "Since your return the King has sent troops, knights, merchants, and prospectors to assess, relocate, and integrate, the remaining Ophidia into our Realm. His hope is that by integrating them when their leadership has failed, they may adopt the Realm as a new home and strengthen us as a whole. Perhaps someday you may hire Ophidia Mercenaries to assist you in your quests, who knows?

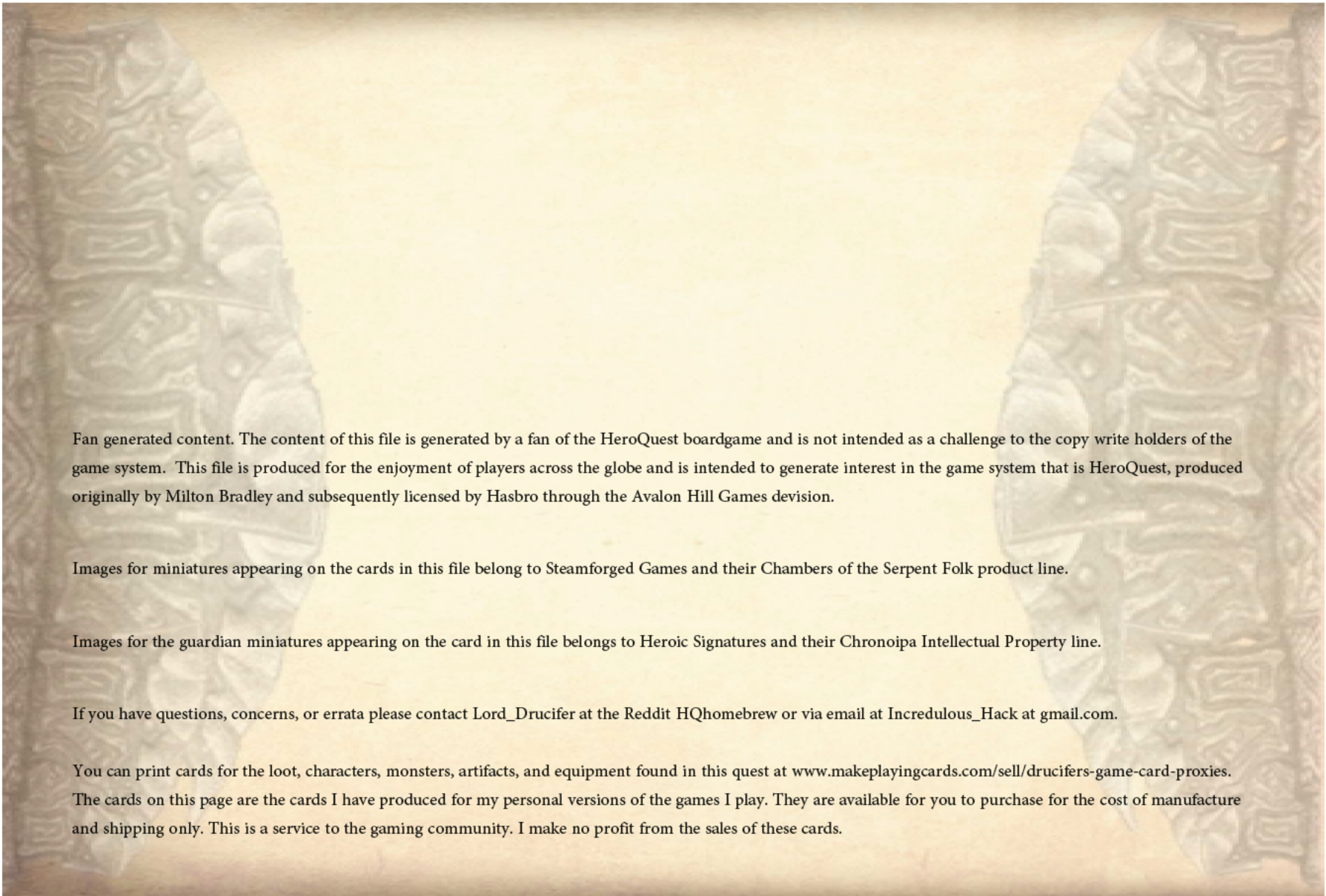
With the destruction of the menhir at the summoning point, the magics that the Ophidia were attempting to resurrect in the world appear to have been snuffed out. I expect the calamity that would have befallen the Realm had you failed that endeavor would have had far reaching repercussions.

It is a pity we could not sway Javak to our view. I have little doubt that there are others of Ulags line that may try in the future. Still better to have the current threat removed. Here is a gift from the royal family." With that he produces a large fine leather bag the Lions Head sigil of the Realm is embossed on it and inside is 500 gold coins. A small note written in fine hand reads, "Thank you Heroes for your services to the Realm. Please take this treasure as a sign of the value that the Royal family of the Realm places on you."

This ending leads to the Ophidia becoming an optional race for the heroes, like humans, orcs, and elves. Hybrid Ophidia may now be recruited as Mercenaries.







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Bone Naga



Combat Dice		Starting Points	
Attack	Defend	Body	Mind
4	4	3	0

Movement 6 Squares (Serpent)
 Weapon Fangs & Constrict
 Armor None

Gloom Wraith



Combat Dice		Starting Points	
Attack	Defend	Body	Mind
3	4	3	0

Movement 5 Squares (Incorporeal)
 Weapon Redirect Life
 Armor Mundane Resistance

High Nemetoea



Combat Dice		Starting Points	
Attack	Defend	Body	Mind
3	3	3	5

Movement 6 Squares (Serpent)
 Weapon Scythe Staff & Constrict
 Armor None

Nemetoea



Combat Dice		Starting Points	
Attack	Defend	Body	Mind
1/2(1)	2	2	4

Movement 6 Squares (Serpent)
 Weapon 2 Daggers & Constrict
 Armor None

Brute



Combat Dice		Starting Points	
Attack	Defend	Body	Mind
3	5	4	3

Movement 5 Squares
 Weapon Longsword & Constrict
 Armor Plate & Shield

Hybrid Archer



Combat Dice		Starting Points	
Attack	Defend	Body	Mind
1(4)	2	2	2

Movement 8 Squares
 Weapon Dagger & Bow
 Armor None

Hybrid Warrior



Combat Dice		Starting Points	
Attack	Defend	Body	Mind
2	3	3	2

Movement 8 Squares
 Weapon Shortsword
 Armor Shield

Guardian



Combat Dice		Starting Points	
Attack	Defend	Body	Mind
3(2)	4	4	2

Movement 6 Squares
 Weapon Staff, Daggers & Constrict
 Armor Plate

Queen Scaleen



Combat Dice		Starting Points	
Attack	Defend	Body	Mind
2	4	4	6

Movement 6 Squares (Serpent)
 Weapon 2 Daggers & Constrict
 Armor Armored Scales

Bone Naga

Serpent Movement

May count movement in diagonal, vertical, horizontal, and partial squares.

Cannot jump.

Constrict

On a damaging attack, that hero is trapped in coils and takes 1 Body Point of damage at the end of the round.



Gloom Wraith

Incorporeal Movement

Move as normal, however, it may pass through, but not stop on, occupied squares, walls, and furniture.

Redirect Life

1 Attack per turn against an adjacent square. Damage caused heals the Gloom Wraith that amount.

Mundane Resistance

Can only be damaged by magic spells or magic weapons.



High Nemetoa

Serpent Movement

May count movement in diagonal, vertical, horizontal, and partial squares.

Cannot jump.

Scythe Staff

1 attack per turn against up to 3 heroes, the first in an adjacent space and then the diagonal spaces on either side.

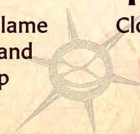
Constrict

On a damaging attack, that hero is trapped in coils and takes 1 Body Point of damage at the end of the round.

6 Dread Spells

Ball of Flame
Command
Sleep

Cloud of Dread
Fear
Tempest



Nemetoa

Serpent Movement

May count movement in diagonal, vertical, horizontal, and partial squares.

Cannot jump.

2 Daggers

1 May be thrown for (1) Combat Die, leaving 1 or, both /2 may be used simultaneously on an adjacent hero.

Constrict

On a damaging attack, that hero is trapped in coils and takes 1 Body Point of damage at the end of the round.

3 Dread Spells

Fear
Sleep
Tempest



Brute

Longsword

May attack diagonal squares.

Constrict

On a damaging attack, that hero is trapped in coils and takes 1 Body Point of damage at the end of the round.

Plate Armor and Shield

This uniquely serpentine armor cannot be used by heroes.



Hybrid Archer

1 Dagger and 1 Bow

The bow 4 cannot attack an adjacent hero. The Dagger (1) must be used on adjacent heroes.



Hybrid Warrior



Guardian

Hook Staff and 2 Daggers

Allows 1 attack per turn against a hero in an adjacent square for 3 or in a diagonal square for (2).

Constrict

On a damaging attack, that hero is trapped in coils and takes 1 Body Point of damage at the end of the round.

Plate Armor

This uniquely serpentine armor cannot be used by heroes.



Queen Scaleen

Serpent Movement

May count movement in diagonal, vertical, horizontal, and partial squares.

Cannot jump.

2 Daggers

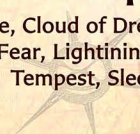
Allows an attack each turn against an adjacent space for 2. In addition to Queen Scaleen casting a spell.

Constrict

On a damaging attack, that hero is trapped in coils and takes 1 Body Point of damage at the end of the round.

9 Dread Spells

Ball of Flame, Cloud of Dread, Command, Escape, Fear, Lightning Bolt, Rust, Tempest, Sleep



Minor Potion of Healing



Item - This liquid may be consumed at any time to restore up to 2 lost body points for any hero. Discard after use.

Valance Passage (OA Q2)

Minor Potion of Healing



Item - This liquid may be consumed at any time to restore up to 2 lost body points for any hero. Discard after use.

Valance Passage (OA Q2)

Minor Potion of Healing



Item - This liquid may be consumed at any time to restore up to 2 lost body points for any hero. Discard after use.

Bestial Warrens(OA Q4)

Minor Potion of Healing



Item - This liquid may be consumed at any time to restore up to 2 lost body points for any hero. Discard after use.

Navel Conquest (OA - Q5)

Minor Potion of Healing



Item - This liquid may be consumed at any time to restore up to 2 lost body points for any hero. Discard after use.

Navel Conquest (OA - Q5)

Minor Potion of Healing



Item - This liquid may be consumed at any time to restore up to 2 lost body points for any hero. Discard after use.

Navel Conquest (OA - Q5)

Potion of Healing



Item - This liquid may be consumed at any time to restore up to 4 lost Body Points for any Hero. Discard after use.

Navel Conquest (OA - Q5)

Potion of Healing



Item - This liquid may be consumed at any time to restore up to 4 lost Body Points for any Hero. Discard after use.

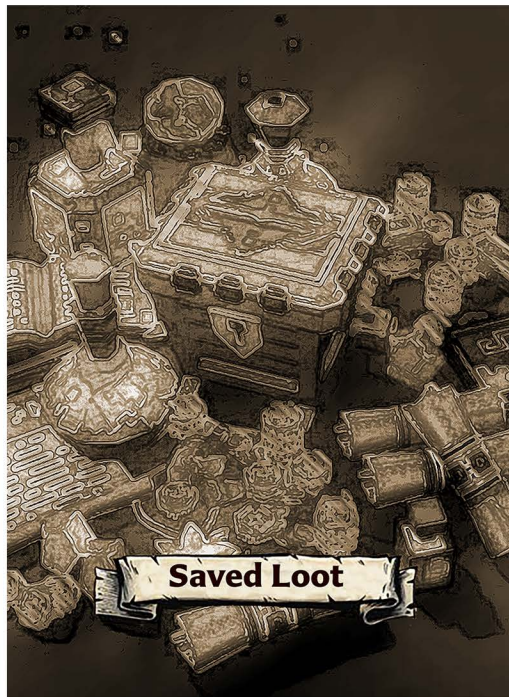
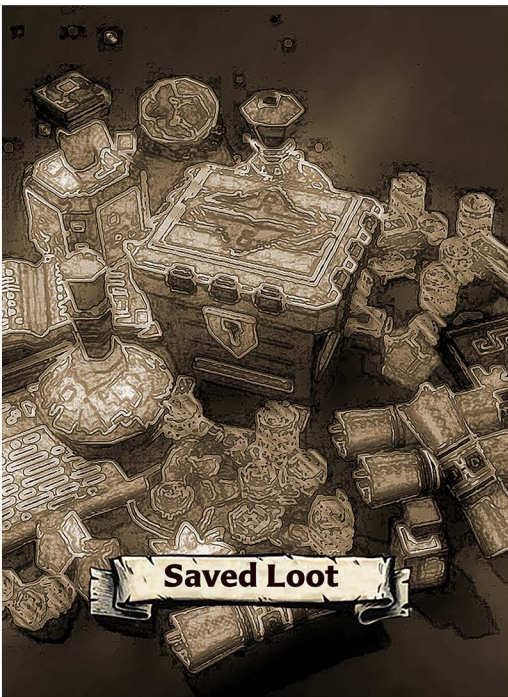
Navel Conquest (OA - Q5)

Potion of Healing



Item - This liquid may be consumed at any time to restore up to 4 lost Body Points for any Hero. Discard after use.

Navel Conquest (OA - Q5)



Unknown Potion



Item - The potion in this vial is unknown and may be determined for 100 Gold Coins at Alchemist Shop at the end of the questline. If a hero consumes it prior to the end of the questline Zargon will decide what the potion is. This potion may be sold for 100 Gold at the end of the questline.

Sacred Labs(QA Q7)

Potion of Healing



Item - This liquid may be consumed at any time to restore up to 4 lost Body Points for any Hero. Discard after use.

Navel Conquest (OA - Q5)

Serpent Scourge



Item - This Green viscous potion with dark brown sparkles allows you to roll 1 extra combat die when attacking an Ophidia or defending against an Ophidia attack. Discard after use.

Navel Conquest (OA - Q5)

Serpent Scourge



Item - This Green viscous potion with dark brown sparkles allows you to roll 1 extra combat die when attacking an Ophidia or defending against an Ophidia attack. Discard after use.

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Serpent Scourge



Item - This Green viscous potion with dark brown sparkles allows you to roll 1 extra combat die when attacking an Ophidia or defending against an Ophidia attack. Discard after use.

Navel Conquest (OA - Q5)

Eye of the Serpent



Item - The Eye of the Serpent harnesses powerful magic and may be used as a component to create a potion. May be sold after the completion of the quest line for 250 Gold Coins.

The Silence of Tzompantli (OA Q6)

Serpent Scourge



Item - This Green viscous potion with dark brown sparkles allows you to roll 1 extra combat die when attacking an Ophidia or defending against an Ophidia attack. Discard after use.

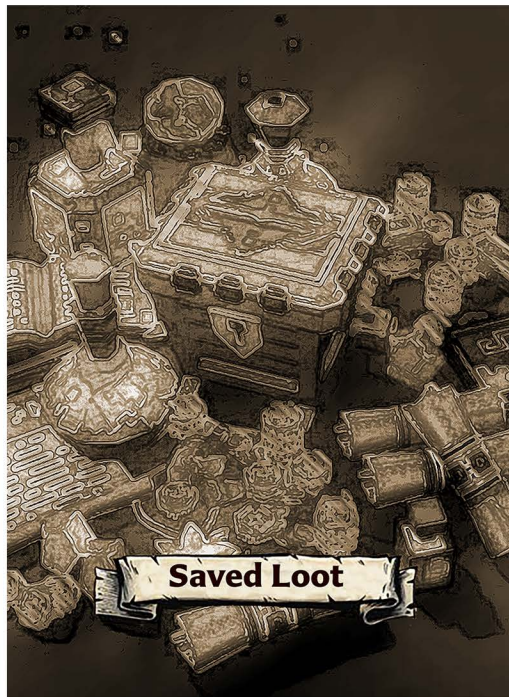
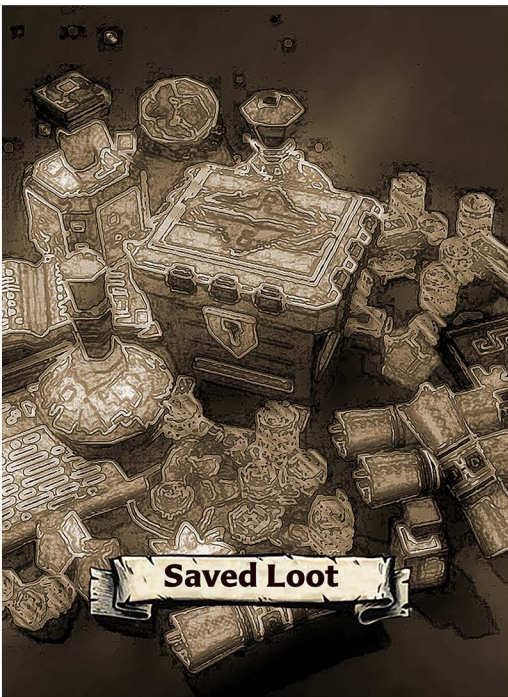
The Silence of Tzompantli (OA Q6)

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Sacred Labs(QA Q7)



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Sacred Labs(QA Q7)

Eye of the Serpent



Item - The Eye of the Serpent harnesses powerful magic and may be used as a component to create a protective energy shield around the body. May be sold after the completion of the quest line for 250 Gold Coins.

Lyre of the Wight Wurm (OA Q8)

Eye of the Serpent



Item - The Eye of the Serpent harnesses powerful magic and may be used as a component to create a protective energy shield around the body. May be sold after the completion of the quest line for 250 Gold Coins.

Lyre of the Wight Wurm (OA Q8)

Eye of the Serpent



Item - The Eye of the Serpent harnesses powerful magic and may be used as a component to create a protective energy shield around the body. May be sold after the completion of the quest line for 250 Gold Coins.

Lyre of the Wight Wurm (OA Q8)

Potion of Healing



Item - This liquid may be consumed at any time to restore up to 4 lost Body Points for any Hero. Discard after use.

Lyre of the Wight Wurm (OA Q8)

Potion of Healing



Item - This liquid may be consumed at any time to restore up to 4 lost Body Points for any Hero. Discard after use.

Lyre of the Wight Wurm (OA Q8)

Potion of Healing



Item - This liquid may be consumed at any time to restore up to 4 lost Body Points for any Hero. Discard after use.

Lyre of the Wight Wurm (OA Q8)

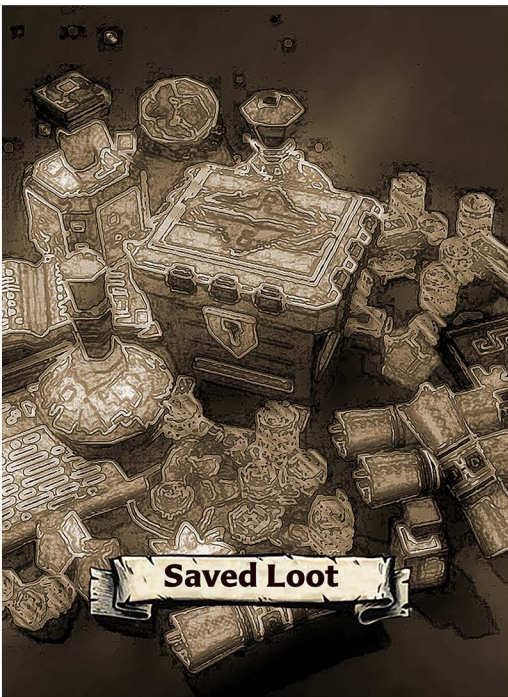
Strange Shaped Spear



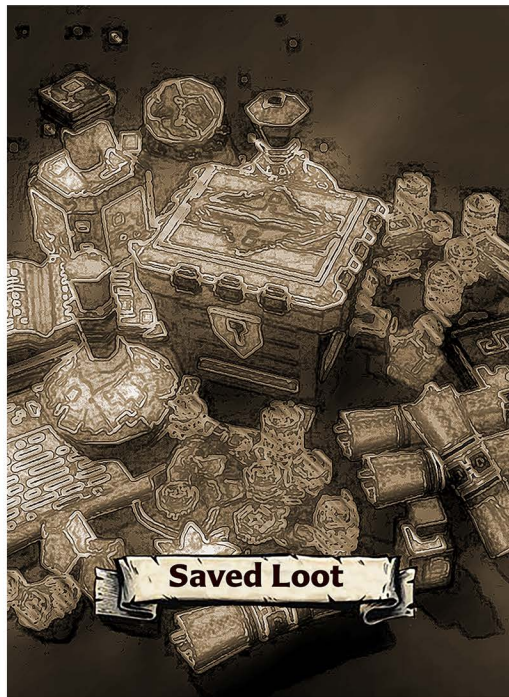
Weapon - This long flexible spear gives you the attack strength of 2 Combat Dice. You may attack diagonally. Its shape seems to reflect the Ophidia aesthetic and you roll 3 Combat Dice when attacking them. Cannot be used by a wizard.

350 Gold Coins

Bestial Warrens(OA Q4)



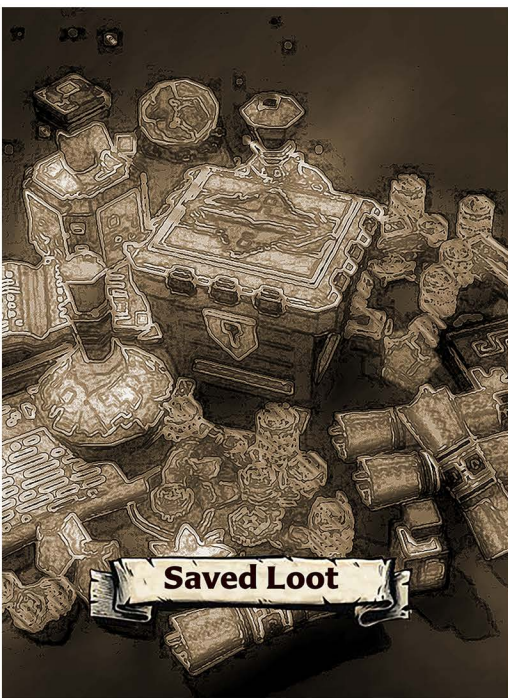
Saved Loot



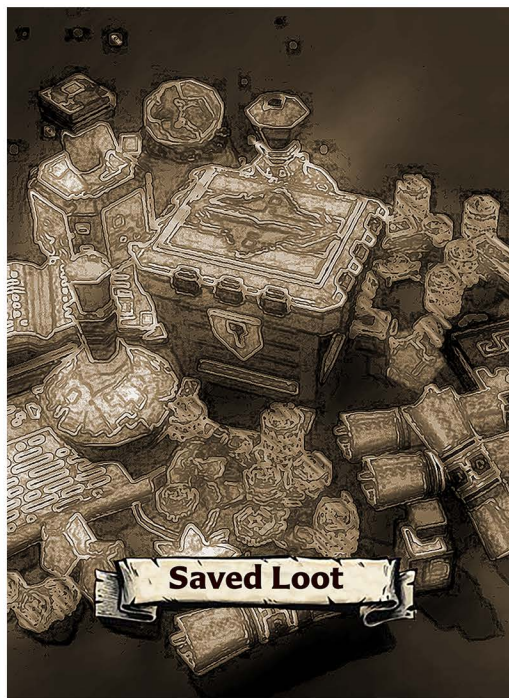
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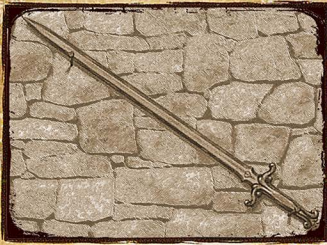


Saved Loot



Equipment

Longsword



Weapon - The long blade of this sword gives you the attack strength of 3 Combat Dice. You may attack diagonally. Cannot be carried or used with a shield, or by a wizard.

350 Gold Coins

The Silence of Tzompantli (OA Q6)

Magic Knife Bandolier



Item - An enchanted leather knife bandolier fashioned to hold magical daggers. You may carry up to 4 magical daggers of any type. Because it is slung across the chest, it cannot be worn with Chain Mail or Plate Mail armor.

Navel Conquest (OA - Q5)

Fangs of the Serpent



Weapon - This magic dagger gives you the attack strength of 2 Attack Dice when in combat with Ophidia. Its shape and weight do not allow for it to be thrown well and will only provide 1 Attack Die of damage. It may be retrieved after all enemies in the combat are dead.

Lyre of the Wight Wurm (OA Q8)

Balance of Mizuchi



Artifact - Once per quest this cracked dragon bone bowl may be used divide a potion. A single potion may be shared between 2 heroes, each hero receives 1/2 of the power of the potion. For example a Healing Potion that Heals 4 Body will heal two heroes for 2 Body points each.

Eternity (OA Q10)

Scale of Mizuchi



Artifact - This etched dragon scale is worn on a thong of braided hair. Once per quest it may be used to generate a wave of magic that freezes the minds of all enemies in line of sight of the user. All enemies must roll below their Mind Points or lose their next turn.

Eternity (OA Q10)

Spear



Weapon - This long semi flexible spear gives you the attack strength of 2 Combat Dice. You may attack diagonally. It can be thrown at an enemy but it is lost once thrown. Cannot be used by a wizard.

250 Gold Coins

Spear



Weapon - This long semi flexible spear gives you the attack strength of 2 Combat Dice. You may attack diagonally. It can be thrown at an enemy but it is lost once thrown. Cannot be used by a wizard.

250 Gold Coins

Steel Spiked Shield



Armor - This hand held armor gives you 1 extra Defend Die. It will also prevent enemies from hugging, constricting, or grappling you. Cannot be used with large or 2 handed weapons. Cannot be used by a wizard or a druid.

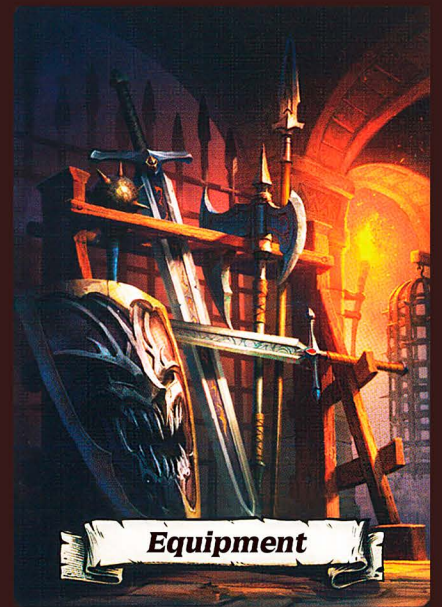
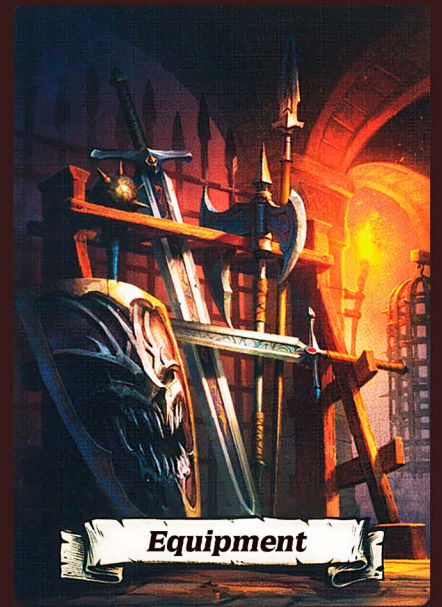
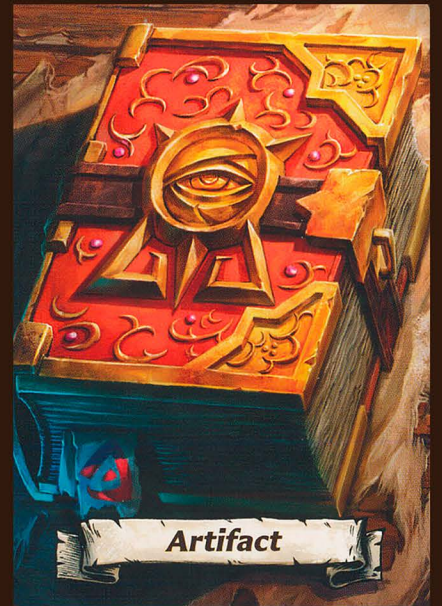
650 Gold Coins

Steel Spiked Shield



Armor - This hand held armor gives you 1 extra Defend Die. It will also prevent enemies from hugging, constricting, or grappling you. Cannot be used with large or 2 handed weapons. Cannot be used by a wizard or a druid.

650 Gold Coins



Potion Storage Belt



Item - This Pouch belt will store up to 6 potions of any type and prevent their destruction from non-magical means.

1000 Gold Coins

Potion Storage Belt



Item - This Pouch belt will store up to 6 potions of any type and prevent their destruction from non-magical means.

1000 Gold Coins

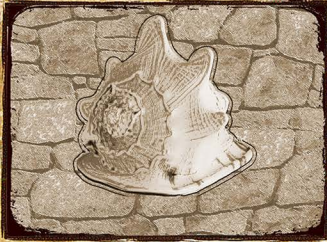
Shell Helmet



Armor - This protective shell has been fashioned into a headpiece that gives you 1 extra Defend Die. Cannot be used by a wizard.

150 Gold Coins

Shell Helmet



Armor - This protective shell has been fashioned into a headpiece that gives you 1 extra Defend Die. Cannot be used by a wizard.

150 Gold Coins

Silver Dagger



Weapon - This silver dagger gives you the attack strength of 1 Attack Die. This silver dagger gives gives you the attack strength of 2 Attack Dice, if you are attacking Were-creatures or undead creatures.

450 Gold Coins

Silver Dagger



Weapon - This silver dagger gives you the attack strength of 1 Attack Die. This silver dagger gives gives you the attack strength of 2 Attack Dice, if you are attacking Were-creatures or undead creatures.

450 Gold Coins

Bezoar



Item - A rare stone that will counteract the affects of one poison, or one venom, or one potion, that afflicts a hero. May be used once per quest.

1000 Gold Coins

Bezoar



Item - A rare stone that will counteract the affects of one poison, or one venom, or one potion, that afflicts a hero. May be used once per quest.

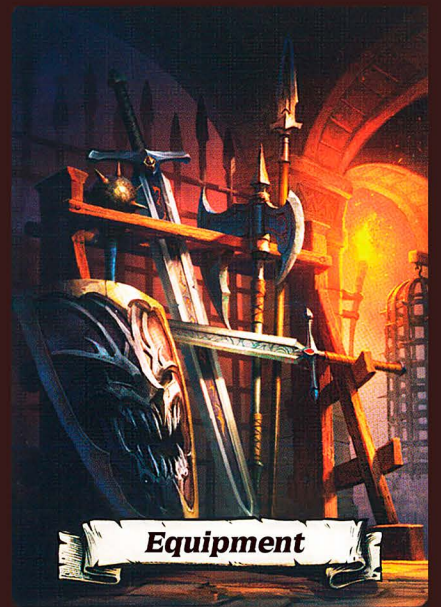
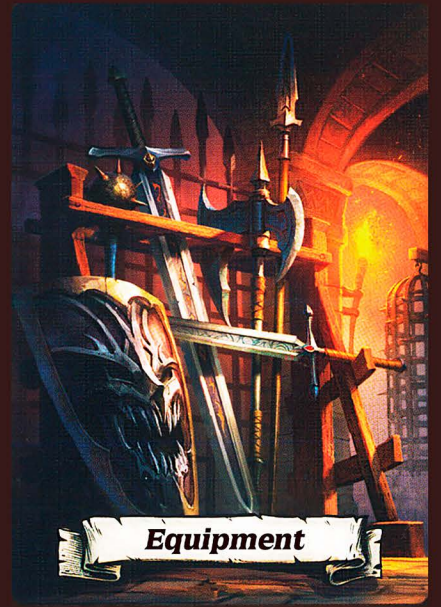
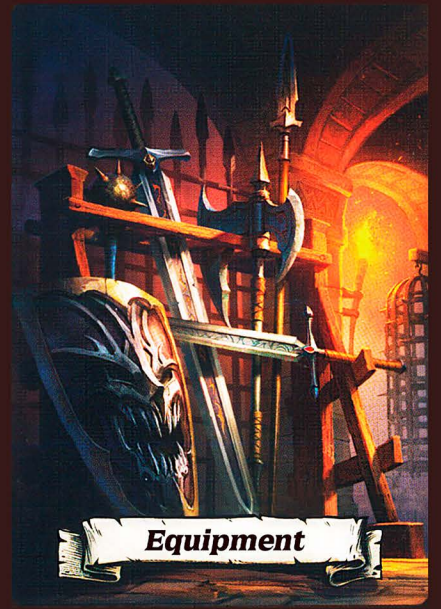
1000 Gold Coins

Scroll Storage Case



Item - The metal case will store up to 6 magic scrolls of any type and prevent their destruction from non-magical means.

1000 Gold Coins



Scroll Storage Case



Item - The metal case will store up to 6 magic scrolls of any type and prevent their destruction from non-magical means.

1000 Gold Coins

Explorer's Lantern



Item - This gas powered lantern gives all heroes 1 additional ranged Attack Die against targets in line of site of the lantern bearer. The bearer cannot use large or 2 handed weapons. It will work for 10 quests, at which point it ceases to function.

1000 Gold Coins

Explorer's Lantern



Item - This gas powered lantern gives all heroes 1 additional ranged Attack Die against targets in line of site of the lantern bearer. The bearer cannot use large or 2 handed weapons. It will work for 10 quests, at which point it ceases to function.

1000 Gold Coins

Lion Head Brooch



Item - This brooch will allow a hero to recruit 1 mercenary for 25 gold less than the normal cost of that mercenary. Usable once every quest.

Lion Head Brooch



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Mercenary Archer



Combat Dice		Starting Points	
Attack	Defend	Body	Mind
1 (4)	2	2	2

Movement 8 Squares
Weapon Dagger & Bow
Cost 100 Gold Coins

Mercenary Warrior



Combat Dice		Starting Points	
Attack	Defend	Body	Mind
2	3	3	2

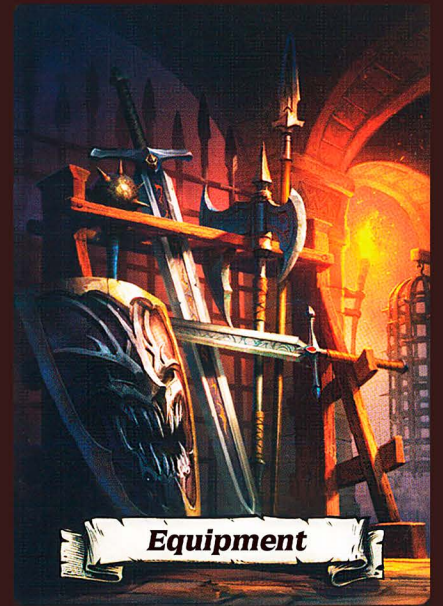
Movement 8 Squares
Cost 75 Gold Coins



Equipment



Equipment



Equipment



Artifact



Artifact



Artifact



Artifact

Mercenary Archer

1 Dagger and 1 Bow

The bow 4 cannot attack an adjacent hero. The Dagger (1) must be used on adjacent heroes.



Mercenary Warrior

